VISIT…

DUNGEONS & DRAGONS® Supplement

RACES OF STONE™

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Introduction

Races of Stone is a rules accessory for the Dungeons & Dragons® Roleplaying Game. It is primarily a player resource focusing on new options and expanded rules for D&D players whose characters are gnomes or dwarves, as well as players interested in a new race: the musclebound goliaths. DMs can use this book as a resource for adventures that take place in dwarf cities, gnome burrows, or across the mountains that the goliaths call home.

WHAT IS A RACE OF STONE?

Any race that spends its time living in the earth or atop its mountains is potentially a race of stone. For this book, we focus on three races of great interest to players: the dwarves and their vast underground communities, the burrow-dwelling gnomes, and the goliaths, nomadic mountain-dwellers.

The book covers new gnome and dwarf subraces such as the dream dwarf and whisper gnome, plus other races of stone such as the stonechild, which originally appeared in the *Miniatures Handbook*. But not everyone is friendly—this book also details classic enemies of the races of stone, such as the stone drake.

INSIDE THIS BOOK

This book contains information for players and DMs, showcasing new and interesting options for characters and creatures with a connection to the races of stone. Players will find a number of new options for their characters—and perhaps inspiration for the next character they create. DMs can use *Races of Stone* to create adventures among the dwarves, gnomes, and goliaths that are full of interesting NPCs and tough challenges.

Dwarves (Chapter 1): This chapter goes beyond the description of dwarves in Chapter 2 of the *Player's Handbook*, detailing dwarven psychology, with its emphasis on tradition and loyalty to clan and family. Chapter 1 also discusses how to act and talk like a dwarf and describes what it's like to spend time immersed in dwarven culture. Everything from the dwarven reverence for ancestors to the dwarven fascination with beards can be found in Chapter 1.

Gnomes (Chapter 2): While dwarves are solid, sturdy folk, gnomes are tricksters full of inventive whimsy and revelry. Chapter 2 describes what it's like to be raised in a culture that admires experimentation, illusion, and the bardic tradition. Characters who visit a gnome community can use the information in Chapter 2 to speak the language, adhere to gnome traditions of hospitality—and maybe avoid the worst of the gnomes' practical jokes.

Goliaths (Chapter 3): The goliaths are burly hunter-gatherers who wander the forbidding mountains in tribes, trading furs, meats, and handicrafts with both the giants and the dwarves. Theirs is a competitive culture that simultaneously embraces the importance of the tribe and the worth of the individual. Chapter 3 details everything from the deities and folklore of the goliaths to the rules for goatball and their other favorite leisure activities.

Other Races of Stone (Chapter 4): A mix of races related to the three primary races of stone fills Chapter 4. Full game statistics for new subraces such as chaos gnomes are provided, as are monster classes and optional level adjustments for more powerful races such as the feral gargun.

Prestige Classes (Chapter 5): This chapter includes fifteen prestige classes tailored to inspire the races of stone, including the dwarf battlesmith, gnome shadowcraft mage, and goliath dawncaller. Not all the prestige classes require a character to belong to one of these three races, however; some, such as the stoneblessed, are for creatures who befriend a race of stone, while another, the stonedeath assassin, is reserved for the enemies of the races of stone.

Character Options (Chapter 6): This chapter has more than sixty-five new feats for the races of stone, plus racial substitution levels and new ways to use skills ranging from Appraise to Survival.

Equipment and Magic (Chapter 7): Rules for dwarven-craft weapons, new alchemical items from the laboratories of the gnomes, and magic runic circles find a home in this chapter.

Campaigns of Stone (Chapter 8): The final chapter of *Races of Stone* includes advice for assembling an adventuring group from the races of stone and creating adventures that take place in dwarf cities, gnome burrows, and goliath mountain camps. Monsters that menace (or befriend) the races of stone can also be found in Chapter 8.

WHAT YOU NEED TO PLAY

Races of Stone makes use of the information in the three D&D core rulebooks—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. In addition, it includes references to material in the *Expanded Psionic Handbook* and *Complete Warrior*. An earlier treatment of the concept of substitution levels appears in the *Planar Handbook*. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary.

Illus. by C. Lukacs

Among the races of stone and earth in the Dungeons & Dragons game, the dwarf springs most readily to mind. Dwarves are known to be stout and strong, fierce and stubborn, and extremely fond of gold and other glittering things found in the deep places of the earth. Though all of these bits of knowledge are true, they are hardly the sum of what the race encompasses. The deep, rich culture of these proud people can add color and majesty to any game. This chapter fleshes out the nature of dwarf society in more detail, providing a framework upon which players and Dungeon Masters can expand.

A DAY IN THE LIFE

In the faint glow of the hearth fire, Dorin Silveraxe blinks blearily and stretches, awakened by the tolling of the morning bell. His mother and father are already awake and dressed, his father sharpening his stone chisel on the whetstone and his mother setting the bread dough to rise for later. His grandfather's bed is empty as well. Dorin pushes back his blankets and reaches for his breeches, dressing quickly in the cool chill of the family's sleeping room. His older brother, Tor, is still asleep next to Fala, Tor's new wife, on the other side of the privacy curtain. Both are sleeping later than usual in their newly wedded bliss.

A few minutes later, Dorin is dressed and eating baked sweet potatoes and carrots with beet sugar, fresh brown bread, and roasted mole. He eats quickly so as not to be late for his militia training. After gulping down his food, he gives his mother a quick hug, nods to his father with a smile, and is out the door and down the tunnels to the clan hall. There, he meets his friends Sterin, Kailor, and Scara. Since it is her first day with the militia, Scara is excited to start her training and urges them to hurry. The four of them pick up practice axes from the clan armory and run out to the plaza, where exercises are about to begin.

By the time they get there, the chief warder is already separating the group of twenty cadets into pairs. Dorin is paired with Kailor as his sparring partner, and the two square off, beginning with a series of strength-building exercises and stretches, swinging their axes in wide swathes to limber up. After working up a light sweat, the two friends begin executing a block-attack-block series of exercises to get the feel of each other's blows. They continue these attack routines until the warder makes it around to watch them, at which time they jump into full-contact sparring. The warder stops them occasionally, commenting on their form or technique, but for

the first time, he offers no significant criticisms about Dorin's attacks before moving on to the next pair of fighters. Dorin smiles, happy that the extra drills he had been doing were obviously improving his axe skills.

After drill, the four friends return to the Silveraxe clan hall for the midday meal. The hall is full of tables bearing brown bread, slices of meat, pale soft cheese for spreading, and sliced carrots and turnips, along with dark cool ale and water to drink. As they eat, the friends talk about the practice of the morning. Scara's nervousness has faded, and Sterin boasts about his first success at disarming his opponent. They eat their fill in leisure, enjoying each other's company until the day shift bell calls them to work. When the chime finally peals, Dorin stands and bids his friends farewell, walking toward the hole in the cavern wall roughly 100 feet away, where excavation has begun on a new tunnel.

As part of the excavation crew, Fala, Dorin's sister-in-law, is already hard at work. She gestures for Dorin to start digging at the head of the tunnel, relieving a dwarf who had been there for some time. Dorin works there for the rest of the day, removing earth and stone at Fala's direction, extending the tunnel in the direction set by the engineers. The work is monotonous, yet it has a pleasing rhythm that Dorin enjoys. After what seems like no time at all, the evening bell rings, and he sees that the excavation team has added another 10 feet to the tunnel, complete with shoring for the walls and paving stones set for the floor.

Dorin and Fala hand their tools off to the next crew and head for the clan hall, where supper awaits the day workers. There they meet up with Dorin's parents and Tor, who clears a place for his wife to sit and gives her a bowl of pepper stew. Dorin fetches his own bowl, returning to sit with his parents while he eats. He listens to the clan's skald sing legends of the clan for an hour or more before his eyelids begin to droop. Eager for the rest he has earned from his labors, Dorin excuses himself and heads off to bed.

DESCRIPTION

Dwarves are naturally dense, compact creatures. They stand no taller than 4-1/2 feet, but they have the breadth and depth of creatures nearly twice their height. Their arms are long for their height, their hands reaching down nearly to their shins. Their torsos are in proportion to their height, though, as are their legs. Both males and females are heavily muscled, with thick, well-rounded limbs and broad shoulders and hips.

CLOTHING

Dwarves believe in simple, functional clothing without a great deal of ornamentation. They tend toward tones of brown and gray, using fabrics derived from the earth itself. Root hairs are harvested and woven into sturdy breeches and overtunics. Spongelike fungi are harvested, soaked, then treated and spun into thread, making a remarkably pliable, silken fabric called earthsilk (see Chapter 7 for more information on earthsilk). The dwarves also trade with nearby surface-dwellers for cloth and crops, giving them access to linen, cotton, and wool. Leathers, skins, and furs are also heavily used, especially moleskin and badger fur.

The primary article of clothing for a dwarf is typically a simple, open-front tunic, with large, roomy sleeves that may be worn long or rolled up. This tunic is often made of a light, airy material, such as cotton, linen, or earthsilk, and can be worn either open or closed with fasteners of bone, wood, or metal. Both male and female dwarves wear these tunics, along with a pair of simple breeches or a short, wide-pleated kilt.

Over the tunic, a dwarf often wears a second layer, consisting of a loosely worn vest or jacket. This garment might be constructed out of whole cloth or thread-knotted in a spiral pattern to create a whole garment that looks somewhat like chainmail. Breeches are typically held up by laces or by a belt worn over the loose tunic. Males wear tunics with high necklines and belts at least 4 inches wide. Females often wear low-cut tunics, allowing them to show a bit of cleavage, and they too prefer wide belts, often tailored to show off both waist and hip and fastened in front with laces or multiple small buckles.

Because most dwarves spend their lives largely underground, they have no need for multiple layers of heavy clothing to protect them from wind or weather. Tunnels and chambers within the earth hold a steady, if slightly cool, temperature, absolving the dwarves of any need to wear protective clothing as a regular occurrence. When they go aboveground with the other races, they adopt the clothing of surface-dwellers as necessary to keep themselves warm and dry, but they prefer clothing that was built to suit their lifestyle.

While dwarves don't favor bright colors or fripperies on their garments, they do use touches of color, weaves, and metal to decorate their clothes. Dyed leather ties in primary colors are a common touch, used to stitch together breeches or cloaks (for wear aboveground). Woven trims are also used along the tops and fronts of garments, made on small handlooms with geometric patterns of looping or knotting lines, stripes, or even stylized Dwarven script.

Cloth with woven patterns is even more common, featuring differing thread widths and textures to create monotone garments of great tactile interest. Geometric patterns are often seen, especially knotwork or repeating patterns of stitches. These patterns often run in clans, making it possible to tell where an individual is from (or to whom he is related) by the nature of his clothes.

The third commonly used accessory is metal—belt ends, buckles, tie dags, collars, brooches, and beading. If metal bits can be forged, decorated, and attached, a dwarf somewhere likely sports an example of it. Still, these are intended as accent pieces, not as one's primary mode of self-expression. If a dwarf can be heard clanking his way down a passage when not wearing armor, he is likely to become an object of quiet ridicule.

GROOMING

While dwarven clothing options might seem staid and homogeneous when compared to those of the elves or humans, it is only because clothing has little value in their culture. Instead, the dwarves prize their hair, whether it is on their scalps (for both genders) or on their faces (for males). The dwarven love of textures and patterns is applied to hairstyles as much as anything else, with intricate braids worn by both males and females. A regular three-part braid might be sufficient for daily life, but an important occasion might see particularly old or revered dwarves sporting up to a twenty-part braid, or multiple smaller ones braided together. Metal fasteners or ornaments are common additions to both hair and beard braids, but again, these are preferred as accenting touches, and most dwarves wear no more than two or three on a particularly festive occasion.

Dwarves take a great deal of pride in the presentation of their hair and beards

Illus. by R. Spencer

While many picture dwarves as dusty, dirty smiths and miners, the truth is quite the opposite. The dwarves' familiarity with their underground habitats lets them find and harness underground hot springs, pools, and rivers, providing dwarf settlements of all sizes with fresh water and bathing areas. Dwarven baths are public, though segregated by gender into separate areas, and attendance is considered an important social function. As a result, dwarves are typically far cleaner and better groomed than most surface races.

PSYCHOLOGY

Those who encounter a dwarf adventurer for the first time might think him rude, dour, taciturn, and inflexible. Human cultures, especially those that prize the rights or needs of the individual over those of the group, are often at odds with dwarven sensibilities. Elves, ever mindful of the need for personal expression and experience, often complain that dwarves are not much different from the stones among which they live. In truth, however, one's first impression of a dwarf is usually deceiving.

Dwarves come from a very closed environment, with little in the way of personal space or privacy. Expansion of any one settlement is greatly dependent on the location and earth in which it is set. Digging out new living space can be an expensive, time-consuming, and possibly dangerous activity. For every dwarf city nestled in a roomy expanse of trackless caverns, thousands of smaller settlements exist in which every room was hewn from the surrounding stone by hand. As a result, living quarters are close together and regularly house entire extended families.

A society of people living in close contact with each other day in and day out must, by necessity, place the needs of the group above the needs of the individual. The rule of law becomes paramount in many ways, for only in such a society can disputes be settled fairly and expectations kept reasonable. This cultural trait has become an ingrained habit for nearly all dwarves and is considered a virtue among their people. He who holds to his duty and obeys the law, even

at great cost to himself, is hailed as a hero among his clan and held up as an example to others. Honor, duty, bravery, stoicism, and loyalty are considered the highest virtues in dwarven life. Those who live less "responsible" existences, as the dwarves might consider it, are subjects of continuing bemusement to the ordered dwarven mind.

By the same token, a dwarf who is considered rude or unsociable by other aboveground races is looked at as the soul of manners and tact among his own people. For those who live belowground, physical privacy is a thin illusion at best. None but the most wealthy or those of the highest status in dwarf society can claim a space of their very own, to be shared with no one else.

This forced physical intimacy has led dwarven culture to prize mental privacy. Thus, emotions are considered highly personal, and not readily shared outside the family or clan circles. If a dwarf admits any sort of joy or sorrow, it is an indication of how high the listener has risen in his esteem. The same is true for personal revelations of any kind, including weaknesses or achievements.

While this reluctance to show one's emotions is true of most dwarves, however, it is hardly true for every individual. Many dwarves who spend their lives wandering the surface find dwarven attitudes difficult to live with. These individuals are often much more expressive and able to tolerate the seemingly chaotic cultures of humans, elves, and halflings. Still, a dwarf has been caught more than once between the world in which he was raised and the life he has embraced. Such conflicts are often amusing to those who witness them and embarrassing for the dwarf, but bridging two worlds is never easy.

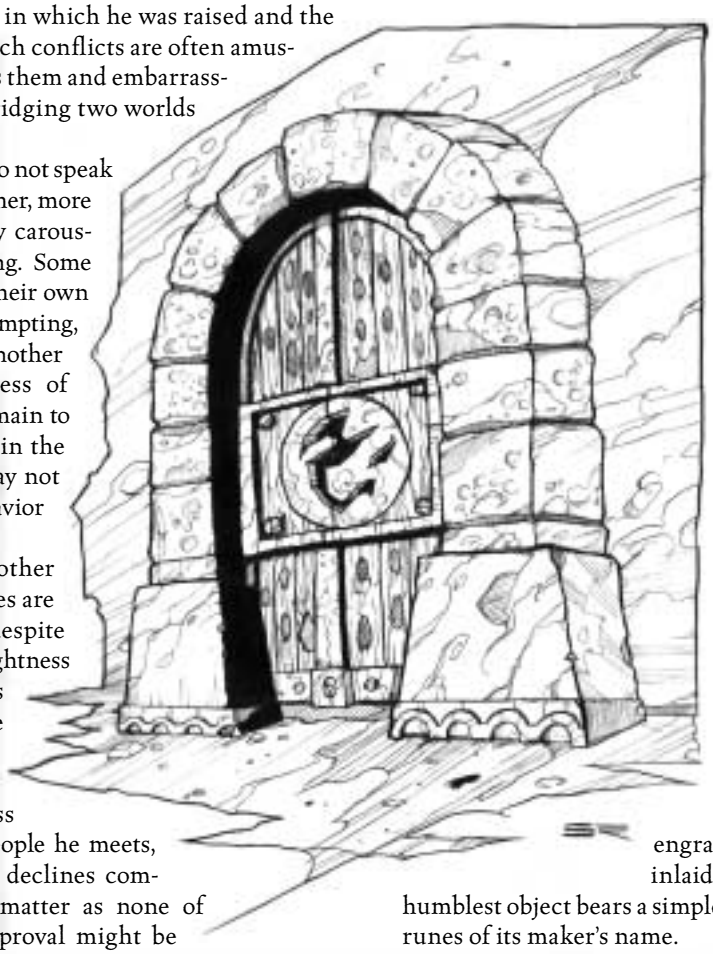
Just as some dwarves do not speak unless first spoken to, other, more garrulous dwarves enjoy carousing and boisterous living. Some dwarves happily tell of their own adventures with little prompting, and others refuse to let another pay their way, regardless of how little gold might remain to them. A dwarf's actions in the surface world may or may not be indicative of his behavior at home.

When it comes to other races or cultures, dwarves are surprisingly tolerant, despite their firm belief in the rightness of their own ways. This attitude is due in large part to the reticence bred into the soul of every dwarf. Regardless of his opinion of the people he meets, a well-mannered dwarf declines comment, looking on the matter as none of his business. His disapproval might be expressed in other ways, should someone's behavior violate his own beliefs too violently, but by and large, he leaves well enough alone. An old dwarven platitude states, "You cannot spot the weakness in your own work by staring too long at someone else's."

Roleplaying Application: While many dwarves are inclined to keep their opinions to themselves, others share everything with their comrades-in-arms. What is your dwarf character's personality? What sort of place is he from, and how do the "proper" dwarves back home view him? Does he hold to the dwarven virtues or carve out his own rules in life? To what extent does he place the needs of those around him above his own? Do all dwarves deserve that sort of consideration? What about other races? Is it limited to your character's friends, or does anyone merit that sort of treatment?

DWARVEN LIFE

Some aspects of life are universal to every culture. It is how those aspects are viewed and incorporated that defines members of a society as much as anything else. While no dwarf can fully explain life within a dwarf city to someone from another culture, examining what place these universal aspects hold in dwarven life can offer great insight into the cultural mind-set that most dwarves share.



Illus. by S. Roller

ARTS AND CRAFTS

Art for its own sake has little place in dwarven life. Utility is considered as equally important as beauty, if not more so. A useful item is still prized even if it is plain, but a beautiful item with no utility is considered a waste of time and resources.

At the same time, no proper dwarf craftsman is considered to be worth the gold he charges if his creations are not beautiful as well as functional. Anyone can craft a simple, utilitarian item, but a true master of his craft makes items whose owners will enjoy and treasure them. No dwarven masterwork item exists that is not finely ornamented with engravings, enamels, carvings, or inlaid woods or metals. Even the humblest object bears a simple design and the ornamented runes of its maker's name.

A busy dwarven forge produces some of the highest quality items in the world

Illus. by W. England

In reflection of this love of beauty, a visitor to a dwarf city finds that even the smallest crafted item or wall bears some form of decoration, even if it is merely a subtle trick of the light against the wall, or the clean, spare lines of a dwarven temple. Beauty is found not just in ornament, but also in the construction and use of space in dwarven buildings and goods.

This dwarven marriage of utility and beauty is nowhere more apparent than in the capital city of Othala, where the High King holds a contest each year to determine the best master craftsman of all the dwarves. Thousands of dwarf stonemasons, smiths, and others travel for weeks to the city bearing their masterwork pieces in hopes of winning the High King's praise and the acclaim of their peers. The value of the goods presented is priceless, but the dwarves hold the fame granted by the contest in higher esteem than anything mere money can buy.

TECHNOLOGY AND MAGIC

The dwarves are an ingenious people with a flair for adapting useful ideas and objects to their own purposes. At the same time, their traditional mind-set means that new technologies or new forms of magic can take an extremely long time to adopt. If a new process or type of spellcasting conflicts too heavily with the traditional processes used, it might never be accepted.

Alchemy is not unknown among the dwarves, but its use is limited. Few dwarf alchemists successfully ply their trade in dwarf cities; most prospective customers prefer to go to runesmiths (described in Chapter 5: Prestige Classes) or priests to get help or purchase items. Alchemical products are sometimes used in construction, primarily in excavation, but by and large, these methods are considered too dangerous to use in populated underground areas. Widespread use occurs only when the dwarves lack enough spellcasters to do a job effectively.

Magic is an important part of dwarven life, although it is not given the weight that other societies place upon it. Among the dwarves, magic is no more important than the metals of the earth or the strength of muscle and bone. It is part of the foundation of the universe, but it is not the only stone upon which creation was built.

Dwarf sorcerers are considered blessed by Moradin (the head dwarven deity), their powers viewed as divinely granted, giving them a special status in dwarf society. Many sorcerers specialize in combat magic or in working with the earth, reflecting their heritage and personality. A few sorcerers have gained renown among the greatest dwarf architects, using magic and a deep knowledge of the earth's mysteries to create structures that would be impossible with just steel and sinew. Adventuring dwarf sorcerers often hire themselves out to surface-dwellers as mercenaries or master builders. See Racial Substitution Levels in Chapter 6 for more dwarf sorcerer options.

Dwarf wizards are somewhat more rare than sorcerers, but no less welcome. Most wizards end up adventuring at some point in their lives, anxious to learn more secrets than their isolated underground homes can provide. Many

wizards become runesmiths, imbuing magical powers into weapons, buildings, or even people. Some choose to dwell on the surface among the other races to make themselves more accessible to wizards of other cultures. Most dwarf wizards do not forget their homes, however, and they create private underground dwellings where their research can be conducted in comfort and privacy.

LOVE

Love is considered one of the great virtues of dwarven life. Love for family, love for honor, love for clan and country—these are considered the finest motivations a dwarf can have. While few dwarven legends allude to love except as a prelude to battle or loss, it is still considered a necessary and important part of life.

Dwarves are considered marriageable when they reach the age of majority, roughly age forty. With parental consent, some marriages might be made sooner, but tradition frowns on this practice. Most dwarves form a lasting romantic relationship for the first time in their forties, although many do not marry until their sixties or later.

Dwarves believe in marrying for life. Monogamy is strongly encouraged, and romantic relationships outside the marital contract are believed to be a leading cause of social instability and disharmony. Because of this, courtship is a lengthy process, often taking three or more years. Both the parents of the prospective mates and the clan chieftain must approve every match before courtship can begin. If approval is not gained, then the courtship cannot commence. Those unhappy souls caught dallying without approval can endure forced separation, fines, and even exile. The families of both the male and the female provide dowries to the pair, and the clan chieftain bestows a gift of money or some other valuable item upon each new wedded couple.

Arranged marriages are common among dwarf families, especially where interclan marriages are concerned. While marrying for love is not unknown, among very wealthy or prestigious families, it is often secondary to finding a suitable match that will further the well-being of the clan as a whole. Regardless of whether a match is made for love or more worldly concerns, a wedding is always considered a time of joy.

DWARVES AT WAR

While no dwarf ever wishes to see his loved ones in harm's way, the lands beneath the surface are filled with predators of all forms—some civilized nations out to ruthlessly expand their holdings, others little more than beasts. Because of this near-constant threat, battle prowess and training are an important part of every dwarf's upbringing. Becoming a warrior or soldier is seen as an honorable profession, and martial prowess is as important to one's overall reputation among the dwarves as charismatic ways are in the surface world.

Beginning in a dwarf's twentieth year, both males and females are trained in martial skills. Because of their strength and compact frames, dwarves favor top-heavy weapons such as axes and hammers. It is rare for a dwarf to be trained in a ranged weapon other than the crossbow or the throwing axe, due to the confined spaces in which dwarves typically fight. Some polearms—such as the short-spear, dwarven double spear, and dwarven urgrosh—are designed to take advantage of close-quarters fighting.

While most dwarves cease training around the time they reach majority, those who have shown particular skill or interest usually continue their training and join the clan militia or city guard. Once a dwarf warrior has some experience under his belt, he might choose to take up an outpost in the depths of the earth and serve as a deepwarden (described in Chapter 5: Prestige Classes), acting as a sentry and first line of defense against the denizens of the deep. Alternatively, he might choose to rise within the ranks of the city guard or clan militia, becoming a captain, a member of the royal guard, or a clanwarden (a leader of the dwarf militia). He might even choose to head deeper into unexplored caverns or up to the surface as an adventurer, seeking profit and experiences that could transform him from leader into legend.

DEATH

Death holds little fear for dwarves. They are well accustomed to the struggle of existence and the inevitable loss that awaits them all. Still, anyone who calls dwarves fatalistic in this respect would have missed an essential part of the dwarven character: the joy they take in that daily struggle.

Dwarves are taught from a young age how Moradin the All-Father created the universe in his Eternal Forge. Most outsiders are aware of this much of dwarven tradition and belief simply from general exposure, often considering themselves well informed for having the knowledge. What most do not realize, however, is that the analogy doesn't stop there. Just as a blacksmith can take broken or bent pieces of metal, melt them down, and recast them into a new creation, so they believe Moradin does with the souls of the dwarf people. Death is nothing but a doorway to a new life. When dwarves grow old and feeble, many of them long for the chance to be made young again in Moradin's forge and start anew. Those who die are mourned, but it is clearly understood to be the survivors' own loss for which the living weep, not the deceased's.

Dwarven funeral rites typically involve cremation. Dwarves do not harbor a belief that the physical body will be needed in the afterlife; indeed, keeping it intact is sometimes seen as an impediment to a quick and happy rebirth. If a dwarf lies on his deathbed, priests are called to the bedside, where they sing of the Eternal Forge and lay blessings on the stricken individual for his next lifetime. Once the individual has passed on, his body is taken to the temple, where rites of blessing are performed and viewings of the body are held for loved ones. The body is kept on view for one day.

Once the vigil has passed, everyone adjourns to the clan-hold or a large local tavern, depending on the person's clan status and which buildings are large enough to hold all

Illus. by F. Vohwinkel

Death, to a dwarf, is the gateway to reforging in Moradin's Eternal Forge

the mourners. There, the mourners throw a raucous party, where they relate every good story they can remember about the individual and drink copious amounts of alcohol. The dwarves feast and celebrate, although those closest to the individual are sometimes excused from the party to mourn in private. One of these parties can last as long as three days. The day following the celebration is considered a day of rest; after that, it's back to business as usual. Particularly famous or valiant dwarves are often commemorated in murals or other artwork, with the ashes of truly great warriors sometimes incorporated into newly forged weapons and given to their descendants (see Ancestor Weapons in Chapter 7). No other monument or marker is typically given or left in remembrance.

SOCIETY AND CULTURE

The cornerstone of dwarf society is its sense of community. The traditions that dwarves hold dear, and the virtues that guide them, are anchored in a rich culture that calls on familial, civic, and religious ties to bind the dwarf people together. This section addresses the framework of dwarf society, as well as more mundane matters that figure into a dwarf's daily life.

Roleplaying Application: This section deals with the day-to-day parts of dwarf society, the facts that a dwarf at home is likely to consider common knowledge. This knowledge includes many basic assumptions dwarves have about the world, and thus can influence what they think is strange about the way the surface world works. Consider which of these your character accepts as the way things are. How surprised might he be to see the surface races discard the "right way to do things" in favor of an obviously confused solution? What would he do if shown that his beliefs were wrong?

RULERS AND TRADITION

As shown by their concept of Moradin, dwarves believe that a ruler should be both leader and father to those in his care. A king should govern and discipline those who owe him fealty, but always with love and an eye to the long-term health of his realm. Naturally, not every king lives up to these ideals, just as not every father is a wonderful parent. However, every dwarf is taught what to expect of a king from a very young age, reinforcing these expectations throughout dwarf society and reminding the king of his constant duty to the people.

Dwarf Rulers

Dwarf society is egalitarian in structure. A number of rulers have risen up from humble beginnings, and dwarven history records both male and female rulers. While dwarves at large have had more kings than queens, the queens have their share of legends too, such as Queen Emry and the magical Chalice of Rivers, or Queen Arya and the Courtship of Eradin. Whether male or female, highborn or low,

Illus. by W. England

Training in the clan's militia is part of every young dwarf's education

everyone is expected to draw from the examples of the great rulers and aspire to the ideals they represent.

While dwarven rulers wield final authority, they are not without advisors. Each city keeps a Great Council of clan chieftains that advises the king and enforces his laws within their respective clans. These chieftains also settle internal disputes without troubling those outside the clan.

Rise of the Monarchy

Back in the earliest days of dwarf society, every city was self-contained, like a miniature nation all its own. Kings were little more than the heads of extended clans—the term "grandfather" was used to address the king as often as (or perhaps more than) his official title. Contact between the cities was highly limited, usually along the lines of family communications rather than diplomatic efforts.

It wasn't until the rise of the city of Kroesus that the dwarf cities began to unite themselves under a common ruler. Borin was the son of a priest of Moradin. He had been brought up in the faith, and had planned for a career in the priesthood himself. After he received a vision on his thirtieth naming day, however, he knew that he was destined for something more.

The city in which Borin lived was over-crowded, and the king was not as close to his people as he should be. Many were restless and unhappy. When Borin issued his call for settlers, many young dwarves met it with great enthusiasm, and he shortly led a large following from the city into the wilderness. Everywhere he went, he found more dwarves anxious to join him, even among the surface-dwellers. When he founded Kroesus, it grew as though under the blessing of Moradin himself.

Borin was not satisfied with stopping at Kroesus, however, for his vision showed him the need for dwarves to band together against outside threats, lest they be scattered to the winds. He set about proceedings—both diplomatic and martial—to convince the other dwarf kings to swear fealty to him. To his credit, the process involved more marriages than wars, and by the end of his life, he was known as the High King Borin, King of Dwarves and Ruler of Kroesus.

The generations that followed were ones of peace and growth for the dwarf people, but with the fall of Kroesus (see The Drowning of Kroesus later in this chapter), the dwarves were scattered. Falling back into old patterns, they strengthened the clan structure that had always existed in dwarven life until the heads of the clans were like kings themselves. Each clan competed against the others for the right to the High Throne, and no fewer than twenty clans were wiped out in wars that lasted three times as long as the original peace had been in place. Finally, not even the oldest skalds could remember why the dwarves fought.

Then, a new king rose again, once more from humble origins. Albin was clanless, a mercenary who had worked among the surface races for at least half his life. While most would shun him because he had no clan, that very lack of affiliation enabled him to gain followers and work with all the clans in the end. His prowess as a warrior and strategist was legendary, and his diplomatic skills were equally formidable. It has taken him thirty years, but he has since gathered most of the clans behind him and laid claim to the High Throne. While a few clans still refuse to accept him, those are a minority whose number dwindles with each passing year.

CLAN STRUCTURE

Clans are an ever-present factor of dwarven life. There are hundreds of clans, ranging from the largest (which spans the continent with clanholds in every major dwarf city) to the smallest (with only a hundred members in a single city).

From the time a dwarf is born, the clan is his home. He is raised by its members, has his cousins as his playmates, advances in his career and training through clan connections, often meets his future mate at clan meetings, and looks to his clan chieftain to lead warriors in battle and dispense justice in peace. Every dwarf knows his connection to his clan and what his family connection is to each of the important bloodlines within the clan—and thereby, the degree of family connection he has with nearly every member of that clan.

The clans fulfill an important function in dwarf society. Unlike in many human kingdoms, land and wealth are not what make an individual important among dwarves. After all, land is too precious to be owned by any one person, and wealth is easily accessible to every dwarf. Economics is not a sufficiently delineating factor from which to form the basis of social classes. Instead, the clans fulfill that function, using the family hierarchy to create solidly defined rules for social interaction and the acquisition of personal power.

Roleplaying Application: As a dwarf character, what clan does your character belong to? Does he or someone close to him hold a high position within the clan? Is it his ambition to lead the clan or to be a clanwarden, or does he feel smothered by the clan and want to leave? Does he live in a home next to the clan hall, or does he make his home elsewhere? How much does he owe the clan for his current position in life, and how does he plan to repay the debt?

Clan Duties and Benefits

In a dwarf's personal life, the hierarchy of power begins with himself, then goes to the head of his immediate family, then to his clan chieftain, then to the king of his city or nation, and then to the High King. Anyone occupying one of the stations above him has the right to call upon his service or goods at any time, should it become necessary. A dwarf is expected to serve his clan in any way he can, whether it be with strength of arms, money, public service, or even marriage in some cases. Although the clan leaders do not believe in excessive intrusion into an individual's private life, they will not hesitate to take action if an individual's choices threaten the clan as a whole. By the

Clanholds serve as the centerpiece around which family life revolves

Illus. by D. Kovacs

same token, if something a dwarf can do will greatly benefit the clan as a whole, then the leaders will ask for that service without hesitation.

While this might seem an onerous duty, most dwarves find the reward worth the potential cost. By living within the clan, a dwarf need never worry about poverty, a place to live, or being left undefended. The clan is a dwarf's most stalwart protector, using its strength of numbers to protect all those affiliated with it. Friends with common interests are always nearby, ready to offer advice or simply a shoulder to lean on when needed. The elderly and infirm are cared for with great regard, and the children are raised communally. In this way, no individual need bear (or become) too great a burden.

In addition, the clan is responsible for helping its members succeed in life, providing apprenticeships for young males and females. Any profession the clan members practice is available to those seeking tutelage, and those outside the clan are often available as well through clan connections. Clans often practice exchange programs wherein they send their youths to foster and train with another clan specialized in a given profession. Even romance is not beyond the clan's reach—matchmakers are always ready to help dwarves who wish to marry within the families of the clan.

Clanholds

Every dwarf city has one or more clan holdings within it. Each clan typically has a clan hall, an official building where clan business is done and gatherings are held, and a clanhold, a large communal living area with small family dwellings attached to it. In smaller cities or where space is at a premium, these functions might all be held within the clanhold, but in larger cities, the hall is a separate, far grander structure.

Most clan members live either in the communal area (if they are of age and unmarried) or else in the small family dwellings off the main chambers. Expanding a dwelling is not unheard of, but it requires careful consideration to ensure that no instability will be introduced into the structure or that no other existing space will be endangered or dug into accidentally. If crowding or the wait for a family dwelling grows too difficult, young couples often move out of the clan holdings for a time, perhaps even volunteering to be settlers for a new city.

Aside from the family dwellings, most clanholds include a communal hall, large kitchens, a barracks-style sleeping area, a bathing and grooming area (where possible), domestic work areas, and a special office and living area for the chieftain of the clan.

Clan Chieftains

At the head of each clan is a chieftain, typically the oldest or most respected member of the group. It is common among the clans to refer to this person as "grandfather" or "grandmother," as appropriate. Usually, the chieftain has spent a good percentage of his life in service to the clan, acting as a clanwarden, ollam (teacher), or elder, or holding some other position of authority (often temple service is considered an adequate replacement). He is supported and advised by an elder council—a group of the most respected members of the clan. Despite the name, age is not a requirement for being an elder—a young but experienced healer or warrior is as welcome as the most aged and wise scholar, so long as he can contribute sufficient knowledge and experience to the clan.

The clan chieftain is responsible for the welfare of the group in his care. He participates in local government, supports the king, collects tax revenues for the city from his clan members, and ensures that the interests of the clan are protected locally.

The chieftain also functions as a magistrate and mediator within the clan, settling minor disputes and arranging for lawbreakers to receive their due punishment. Trials for minor crimes that happen within the clan are his responsibility. If a crime is committed against another clan, then the two chieftains attempt to settle the matter themselves. If an agreement cannot be reached, the king or his appointed agent judges the dispute and punishes the criminal as he sees fit.

The position of chieftain is held for life (or until the individual chooses to retire). Typically, a chieftain chooses his own successor. Should a chieftain die without naming an heir, the elder council appoints a new chieftain from among its members. By the same token, an elder council can remove a chieftain who abuses his position. Such acts are quite rare, however, since no one wants an internal conflict between brothers and cousins that could weaken or possibly destroy the clan.

For large clans with multiple scattered holds, ambassadors from each hold gather together once every ten years to decide on any new policies for the clan and to ensure that no abuse of clan holdings or resources takes place. This is occasion is known as a Gathering. At each such event, the clan pledges anew its fealty to the king (or declares its independence), decides to declare war or sue for peace, and makes any other important policy decisions. A Gathering can be called on short notice because of some perceived emergency, but the need must be great, or many holds simply will not attend.

Clanwardens

Each clanhold has its own militia to guard not only its own holdings but also to protect the city at large. While the rank-and-file members are average dwarf citizens looking to defend their homes, those with the talent, skill, and a taste for battle often become clanwardens. A clanwarden is the leader of a group of militia. He is roughly equivalent to a captain, commanding several small units. He makes duty assignments, presides over important expeditions, and is in charge of a portion of the clan's defense.

A typical-sized clan consisting of roughly two hundred dwarves has at least three clanwardens among its number. Larger clans naturally have more, while smaller clans might have only one. They typically report to the clan

Illus. by J. Nelson

Despite their dour reputation, dwarves enjoy a good celebration

elder charged with running the militia, taking their orders directly from him.

The position of clanwarden is one of great prestige within the clan. An individual has to be greatly trusted and must have proven his prowess in battle before being allowed to hold such a post. For more than one dwarf, the road to chieftain has started in the militia, with his elevation to clanwarden as his first real taste of responsibility.

The Clanless

Even in such a tightly knit society as the dwarves possess, some simply cannot fit in. Frequently, these dwarves cannot subjugate their needs as individuals to the needs of the group as a whole. Others cannot easily withstand the rigid rule of law, chafing under the restrictions it requires or simply choosing another way to live. Still others are thrust unceremoniously from the bosom of the clan in payment for crimes they have committed. These groups all form the lowest rung of dwarf society: the clanless.

Clanless dwarves come from all manner of backgrounds—criminals, rebels, the dispossessed, and the orphaned. They have no hall to welcome them, no patriarch to give them succor. They often live in the poorest section of the dwarf cities, often in the industrial districts near their businesses or jobs. They sometimes work as common laborers, though those with a more adventurous spirit usually head for the surface world and try to make their fortunes there.

Because of the affinity the clanless have for the adventuring life, most clanholds look upon adventuring dwarves (or those without an obvious affiliation) with suspicion. Because they are suspected to be misfits at best and criminals at worst, any offers of hospitality to clanless dwarves are usually made with one hand outstretched and the other resting meaningfully on the nearest weapon. No dwarf will turn away another in need, but the clanless typically receive a much shorter invitation and much less comfort than any other. Because of this treatment, some groups of clanless dwarves are rumored to have set up surface freeholds in the style of their clan cousins. Since no clan member would be invited to such a place, however, much less willingly set foot inside it, the rumors are difficult to substantiate.

FAMILY UNITS

Dwarf family life is very full, made up not only of the immediate relatives but also the extended family. Each family begins with a married couple and their children, and often encompasses grandparents, aunts, uncles, cousins, siblings, and grandchildren.

A dwarven home is considered to be the property of the couple to whom it was first granted. Those individuals are guaranteed a home for the rest of their lives. Their children are also allowed to live there as long as they wish, even after they take spouses and have children of their

own. If the accommodations become too uncomfortable, couples can either strike out on their own as settlers, move out of the clanhold, or petition to build a home of their own in the clanhold if space permits.

Children are considered a blessing in dwarven life, whether male or female, and are often called "the soul of the clan." The dwarves' birth rate is far lower than that of humans. While children are primarily the responsibility of their birth parents, every person in the clan is expected to play some part in their upbringing and education.

By the same token, the elderly are considered to be "the memory of the clan." Dwarves place a great deal of pride in their ancestry and heritage, and the oldest among them are looked on as living embodiments of the past. To neglect or act disrespectfully to an elderly dwarf is one of the greatest offenses anyone can make in dwarf society.

Both males and females are trained in household duties, professions, and warfare. Females expecting a child are recommended to retire to their homes as the pregnancy progresses and make ready for the new arrival. They suffer no stigma for doing so, because other clan members are expected to pitch in and help perform the mother-to-be's duties while she ensures that the new addition to the clan is born healthy and well cared for.

DWARVES AND OTHER RACES

The pragmatic temperament and honorable nature of dwarves serve them well in their dealings with other races and cultures. While some of their alliances have better diplomatic records than others, there are few reasonable nations with whom the dwarves cannot come to some level of agreement.

Elves: Elven and dwarven diplomatic relations are renowned for their volatile nature. The differences in mindset between the two races are vast indeed, and they have led to countless surface disagreements and misunderstandings over the years. The elven and dwarven outlooks are based in very different perspectives on life, duty, and the place of the individual in society. Dwarves are by turns frustrated, angered, and amused by the seemingly flighty ways of a race that should be among the most responsible of all, given their long lives and great magical power. Still, despite their differences, the two peoples usually end up seeing eye to eye on the most basic—and most important—issues. Like quarreling siblings, they might threaten each other with curses and insults until they run short of breath, but let an outsider threaten one, and the other will be the first to jump to his defense.

Gnomes: The dwarves look on the gnomes as family—distant family, to be sure, but relations nonetheless. According to dwarven legend, the gnomes were once members of the dwarf race who separated from the larger group to devote themselves to a long-forgotten dwarven deity of magic named Garal. The deity was so pleased with the acts of his followers that he remade them to better suit his needs, changing them from dwarves to gnomes. As such, dwarves feel a mixture of affectionate bemusement at gnome inventions and culture, and a strong regard for the many virtues and outlooks the two races hold in common. Gnomes are always welcome in a dwarf stronghold, though few dwarves feel comfortable enough with the gnome way of life to return the favor for any length of time.

Goliaths: Goliaths are well regarded, striking the dwarves as gentle giants who understand the ways of Moradin, even though they might not realize it themselves. Although they choose to live on the surface world in a culture the dwarves view as primitive, goliaths are seen as kindred spirits in many ways. Dwarves frequently travel to goliath villages to trade, making the extra effort due to the affection they feel for their distant friends.

Half-Elves: The dwarves have no set opinions of half-elves, since each individual tends to reflect the culture in which he was raised. If anything, the half-elf outlook would seem more acceptable to the dwarf than either the elf or the human mind-set. In a half-elf, chaotic elven ways are tempered by the human notion of order, and short-sighted human tendencies by the long view of elven blood.

Halflings: Dwarves are fond of halflings in the same way that an older brother is fond of his awkward smaller sibling. Halflings have a knack for figuring out how to fit in and making themselves useful, both traits that dwarves prize highly. At the same time, halflings as a race do not hold strength in battle in high regard. Although they can fight, they often choose to avoid conflict—an attitude that some dwarves mistake for an inability to fight rather than a lack of interest. Luckily, if the halflings are insulted by this patronizing attitude, they keep it to themselves. The dwarves remain blissfully pleased with the relationship between the two races, other than a vague concern about halfling safety and continued diplomatic offers of martial training or equipment.

Half-Orcs: No dwarf has ever been well disposed toward orcs as a whole. Given both their racial enmity and the importance dwarves place on family and bloodlines, it is easy to understand the dwarven temptation to hold the sins of the parent against the child. At the same time, dwarves are tolerant and predisposed to let those who are so inclined prove themselves worthy. Half-orcs hold a similar respect for strength, simple pleasures, and martial prowess. On rare occasions, particularly worthy half-orcs have been adopted into some of the less traditional clans, proving that even the oldest of grudges can be wiped away.

Humans: Human nations vary from place to place, but what they all seem to have in common are their short cultural memories. Dwarves sometimes feel they have the most in common with humans, a group that can readily absorb nearly all the virtues of dwarven culture and value them almost equally. Humans can come closer to acting as true dwarves than any of the other races. At the same time, they can be almost elflike, or even as dark as the monsters that lurk in the deep places below ground. That moral and ethi-

cal flexibility frustrates the dwarven mind no end, forcing dwarves to weigh their fondness for human adaptability and virtue against the inconstancy of the ever-changing human cultural landscape. Still, the dwarves are nothing if not good at spotting potential beneath the surface. As a consequence, the dwarves have never given up on humanity, even in the darkest days.

Roleplaying Application: These generalizations represent how an average member of dwarf society is likely to view someone from a given race. Given that there are no average members of society, however, it's up to you to decide how well these comments fit your impressions of that race. Does your dwarf character adhere to these stereotypes? If not, why not? Did something happen in your character's past that changed his view of a given race from what is typically the norm?

RELIGION

Religion holds a deep and meaningful place in the hearts of most dwarves, though organized religious services are rare and most individuals go to temples only on special occasions or when they need healing. Temples are places of learning and worship, where children are taught their runes and history, and dwarves go to offer thanks to Moradin, Mya, and other dwarven deities. Regular services are rarely held, except during the festivals honoring the deities. Instead, each individual chooses his time to visit the temple and give worship, often bringing offerings for the church or volunteering for lay services such as teaching, cleaning, cooking, or other beneficial community acts.

As a dwarf child grows, he is taught all about the deities and their legends. From the moment of birth, a priest is present to offer blessings and consecrate the child to Moradin (if male) or Mya (if female). Certain birthmarks or other unusual circumstances can reveal the child as being claimed by one of the lesser deities—a rare occurrence, but one that marks the child as having a special destiny.

On a child's first naming day, he takes his formal name under the glow from Moradin's sacred forge in the temple. Upon adulthood, he feasts on the sacred honey-ale for the first time from the ceremonial temple chalice. Upon being wed, he reenacts the wedding of Moradin and Mya, complete with the earthsilk cords that bind the newlyweds' hands at the end, symbolically indicating their union. At death, a priest sings hymns of Moradin and his Eternal Forge, waiting to welcome his children home. Many dwarves never set foot in a temple other than for these pivotal rites, but they are still lynchpins of dwarf society, and no dwarf would dream of setting them aside.

MORADIN

Greater Deity (Lawful Good)

Moradin is also described on page 107 of the *Player's Handbook*.

Portfolio: Dwarves, creation, smithing, engineering, war.

Domains: Earth, Good, Law, Protection.

Cleric Training: Many of Moradin's clerics have parents and grandparents who were also clerics of the Soul-Forger, so they train in their calling from childhood with a parent to guide them.

Quests: Defense of dwarven civilization—and the traditions that make it strong—is paramount to followers of Moradin. They can protect new mines from goblinoid invaders, track down a lost line of dwarf warrior-kings, or journey to the Elemental Plane of Fire to light a forge that will temper a new artifact.

Prayers: Moradin's prayers are replete with references to metals and smithing. One of the most common prayers for intercession begins, "You burn the dross from me, but the iron remains."

Temples: At the center of every temple to Moradin is a massive forge, where the weapons and armor that defend the dwarf people are made. The best weapon- and armorsmiths in the world usually work in Moradin's temples.

Rites: Genealogy and heritage are important aspects of Moradin's rites. A funeral for a Moradin worshiper is a grand, solemn spectacle, with chants that describe the lineage of the deceased, stretching back thousands of years.

Herald and Allies: Moradin's herald is a 20th-level celestial dwarf fighter (or 10th-level celestial fighter/10th-level dwarven defender). Allies are hound archons, trumpet archons, and planetars.

Favored Weapon: Warhammer.

HANSEATH

Lesser Deity (Chaotic Neutral)

Known as the Bearded One for the thick hair that obscures most of his face, Hanseath represents the festive side of dwarven culture. Brewers hold him in high regard, as do dwarf barbarians and any dwarf who charges headlong into battle heedless of the odds.

DEITY DESCRIPTION FORMAT

The descriptions of the deities given here use a new format (which is also employed in *Complete Divine* and other supplements). Most of the categories of information are self-explanatory—in fact, many of them closely mirror the way deities are described in the *Player's Handbook*—but two terms are new and are defined below.

Herald: A deity's herald is the kind of creature it often sends to the Material Plane when it needs to intervene in mortal affairs.

Allies: A deity's allies are the creatures it sends in response to *lesser planar ally, planar ally,* and *greater planar ally* spells, respectively.

Portfolio: War, carousing, alcohol.
Domains: Chaos, Strength, Travel, War.
Cleric Training: Hanseath's clerics often serve in dwarf military units, where they act as healers and spellcasters, urging their fellow dwarves into battle. Such units are not always a comfortable mix of personnel, though, since Hanseath's clerics also have a rebellious streak. Many dwarf armies segregate Hanseath clerics into their own berserker units.

Quests: Hanseath's followers are seemingly always off on a great crusade of some sort; they're either in battle or marching toward the next battle. Hanseath often orders his followers to make war against the traditional enemies of the dwarves: goblinoids, orcs, giants, and drow.

Prayers: Hanseath's prayers are often chanted or sung. Many have simple rhyme schemes and frequent, repetitive choruses. In other words, they're drinking songs.

Temples: Hanseath's shrines are great festhalls dominated by long tables where worshipers feast and raise goblets to Hanseath's glory. Most have extensive kitchens and pantries attached.

Rites: Hanseath's rites look like great feasts, rich with food and drink. Most are raucous affairs performed prior to battle and after a great victory, with one exception—the Ritual of the Cleft Shield. Few events in dwarven life are more heartbreakingly solemn than this ritual, performed by followers of Hanseath for a particularly beloved comrade who fell in battle.

Herald and Allies: Hanseath's herald is a 20th-level celestial dwarf barbarian. Howlers, green slaads, and death slaads are his allies.

Favored Weapon: Greataxe.

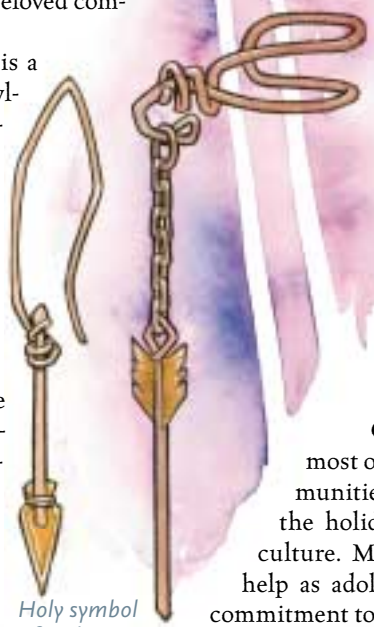
Holy symbol of Hanseath

Illus. by D. Crabapple

LADUGUER

Intermediate Deity (Lawful Evil)

The deity of the duergar (detailed in the Dwarf entry on page 91 of the *Monster Manual*), Laduguer occasionally still answers the prayers of other dwarves. The Gray Protector, as he is called, demands constant toil and a rigid hierarchy from his subjects, many of whom are slavers or would-be warlords.

Portfolio: Magic weapons, artisans, magic, duergar.
Domains: Evil, Law, Magic, Protection.

Holy symbol of Laduguer

Cleric Training: Would-be clerics of Laduguer engage in hour after hour of repetitive prayer, punctuated only by hard physical labor or similar hardships. Those who don't wash out of the process become clerics and inflict similar mind-numbing initiations on the next generation of followers.

Quests: Laduguer's quests often involve awakening—and hopefully controlling—some long-buried evil. If an army of slaves is trying to unearth a fallen, ancient labyrinth-temple, Laduguer is probably behind it.

Prayers: Prayers to Laduguer are simple one- or two-sentence affairs, but they're repeated dozens of times, with the same rhythm and intonation.

Temples: Laduguer has simple temples unadorned with decoration. Many have torture chambers, prison cells, or battle arenas attached to them.

Rites: Laduguer offers his followers few rites, because time spent in ceremonies is time spent away from more proper duties. "Rituals? Get back to work!" says the cleric of Laduguer.

Herald and Allies: Laduguer's herald is a duergar 10th-level rogue/10th-level assassin. His allies are bearded devils, barbed devils, and pit fiends.

Favored Weapon: Warhammer.

MYA

Greater Deity (Neutral Good)

The Mother of Wisdom represents the bonds of family and clan that hold dwarf society together. When dwarves extend their hospitality to their lost or wounded brethren, they often do so in Mya's name. Mya also figures prominently in many dwarven divinations, because she is said to have peerless wisdom. Dwarf artisans generally depict her as a middle-aged female with improbably long, braided blonde hair.

Portfolio: Clan, family, wisdom.
Domains: Good, Healing, Knowledge.
Cleric Training: Mya's clerics spend most of their lives in temples within dwarf communities, performing the rites and organizing the holidays and festivals important to dwarven culture. Most begin their path by volunteering to help as adolescents, then gradually increasing their commitment to Mya as they grow older.

Quests: Anything that threatens the safety or harmony of a dwarf community is Mya's enemy. Her clerics often need adventurers to protect a dwarf settlement or recover a powerful magic item with divinatory powers.

Prayers: Mya's prayers are distinctive, because they almost never use the singular form (except when referring to Mya). Even if alone, a follower to Mya might begin a prayer with "Mother of Wisdom, grant us succor, that we might safeguard our hearth. . . ."

Temples: Mya's temples are sometimes even bigger than Moradin's, since they almost always include amphitheaters where public ceremonies and festivals can take place.

Rites: Mya is in charge of marriage, home-blessing, and coming-of-age rites. Many are solemn ceremonies full of long liturgies and contemplative prayers.

Herald and Allies: Mya's herald is a solar with 22 Hit Dice that looks like a female dwarf warrior. Her allies are bralani eladrins, astral devas, and planetars.

Favored Weapon: Morningstar.

Holy symbol of Mya

ROKNAR

Lesser Deity (Neutral Evil)

Roknar the Tempter claims to be Moradin's brother. Moradin's clerics say that he's not truly a dwarf at all, but an ancient evil that took dwarf form shortly after the All-Father created the dwarves. Roknar urges his followers to delve deep into the earth and takes its treasures for themselves. "Power and wealth is all that matters," teaches Roknar, "and only the weak forego the chance to grab more for themselves."

Portfolio: Greed, intrigue, lies, earth.

Domains: Destruction, Earth, Evil, Trickery.

Cleric Training: Roknar's clerics attract new followers by tempting them with promises of riches and power. In particular, they tend to prey on clans and families that have been the victim of real or perceived injustices.

Quests: If it promises vast wealth, Roknar's followers will quest for it. Roknar is particularly fond of raiding the treasure troves of powerful dragons—and the treasuries of Moradin's temples.

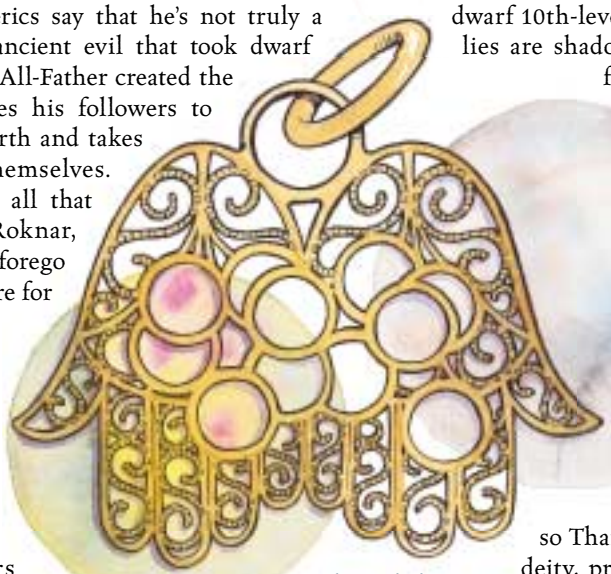
Prayers: Many of Roknar's prayers reference the aspiration of the follower. "I'll have enough wealth to fill the coffer room/And my rivals' bones will molder in the cave of doom," says one battle prayer.

Temples: Roknar's hidden temples are opulent to the extreme, so few followers doubt Roknar's ability to deliver on the promise of wealth. Mounds of stolen treasure are carelessly scattered across the floor—driving home the point that Roknar has more wealth and power than he can use.

Rites: Roknar's rites are few—mostly curses against rivals and pleas for successful subterfuge. Many rites are performed with all the participants cloaked and hooded, so most worshipers don't know the identity of their fellow followers.

Herald and Allies: Roknar's herald is a fiendish dwarf 10th-level rogue/10th-level blackguard. His allies are shadow mastiffs, hezrou demons, and nalfeshnee demons.

Favored Weapon: Dagger.



Holy symbol of Roknar

THARMEKHÛL

Demigod (Neutral)

The Tender of the Forge, as Tharmekhûl is also known, is Moradin's assistant. He is the deity of furnaces and fire. Usually smiths and other dwarves who revere the creative power of the forge worship him. However, fire has a destructive side, so Tharmekhûl is also revered as a minor war deity, primarily concerned with siege engines and other weapons. He is depicted in religious art as an

Illus. by D. Crabapple

azer or as a bronze-skinned dwarf with hair and beard made of black smoke.

Portfolio: The forge, fire, warfare.

Domains: Destruction, Fire, War.

Cleric Training: Clerics of Tharmekhûl are few and far between. Most commonly, a dwarf community has one cleric and one apprentice, who takes that cleric's place upon his death, adopting a new apprentice at that time.

Quests: Tharmekhûl's interests are narrow. His clerics might carry flame from the Elemental Plane of Fire to kindle a new forge, or they might delve deep into ancient ruins to discover a lost forge and retrieve the seal of the smith who worked it.

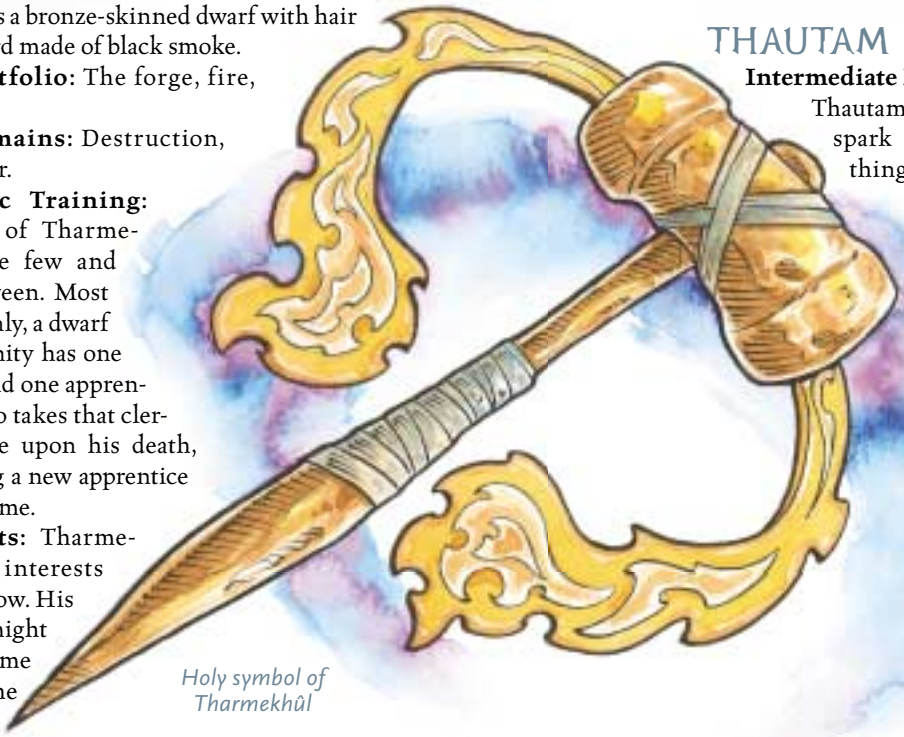
Prayers: Fire imagery of all sorts fills the liturgy of Tharmekhûl's worship. Fire is a purifier, and it also represents the external dangers that temper the dwarf race. A daily prayer begins with the words "Forge and furnace, melt me and mold me. . . ."

Temples: Tharmekhûl does not have temples of his own. His clerics offer prayers as they tend the forge that lies in the heart of each of Moradin's temples.

Rites: The rites honoring Tharmekhûl all involve the tending of an actual forge: preparing it for use and stoking and damping its flames.

Herald and Allies: Tharmekhûl's herald is an azer 10th-level fighter/5th-level cleric. His allies are fire elementals and azers.

Favored Weapon: Warhammer.



Holy symbol of Tharmekhûl

Illus. by D. Crabapple

THAUTAM

Intermediate Deity (Neutral)

Thautam's clerics believe that the spark of magic lies within all things, and they work tirelessly to draw forth the magic in everything from the walls of a dwarven citadel to the axes wielded by its guards. The dwarves dedicate many magic weapons and armor to Thautam. In dwarven folklore, Thautam acts as a kindly uncle to Moradin, content to putter away in his workshop and mutter advice to the Soul Forger. Artistic renderings of Thautam show him as an elderly dwarf with rheumy, blind eyes.

Portfolio: Magic, darkness.

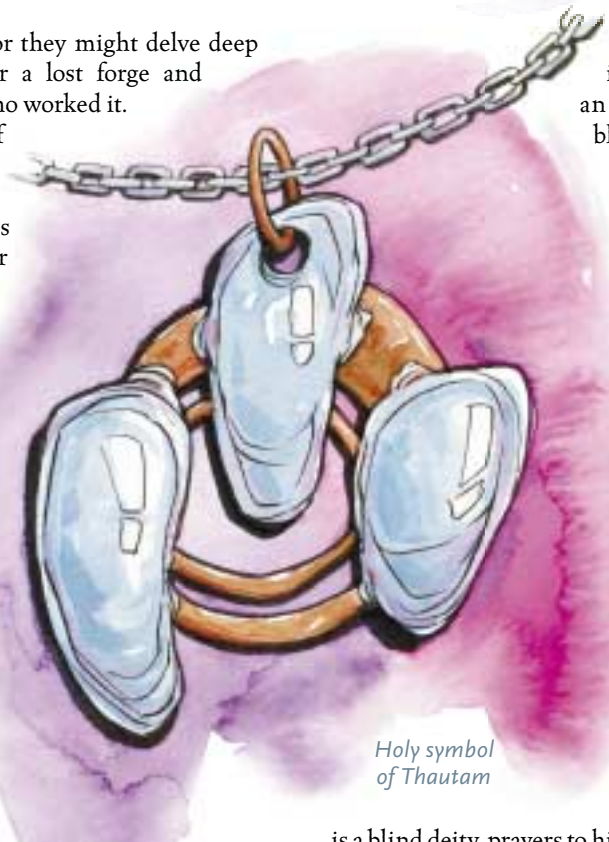
Domains: Earth, Luck, Magic.

Cleric Training: Becoming a cleric of Thautam means learning how to make magic items, especially weapons and armor. Thautam's followers are usually accomplished artisans or smiths, and most know one or more item creation feats.

Quests: Thautam is obsessed with recovering as many artifacts as possible from long-lost dwarf civilizations. He also has a special interest in protecting the dwarves' adamantine and mithral mines.

Prayers: Because Thautam is a blind deity, prayers to him use unusually descriptive language. "Bless this sword, with its ruby pommel and silver-sharp edge . . ." begins one well-known prayer.

Temples: Thautam's temples are small—for his clergy isn't as numerous as Moradin's or Mya's—but they always show an obviously magical hand in their creation. Some float in the center of a cavern, while others feature spires



Holy symbol of Thautam

and buttresses more fanciful and gravity-defying than those favored by dwarf stonemasons.

Rites: Thautam's clerics bless weapons and armor prior to a battle, and they also bless mines and other construction projects.

Herald and Allies: Thautam's herald is an elder earth elemental with 24 Hit Dice. His allies are Medium, Large, and Huge earth elementals.

Favored Weapon: Heavy pick.

VALKAUNA

Intermediate Deity (Lawful Neutral)

An elderly, white-haired deity, Valkauna is known as the Runecarver. It is said that whenever a dwarf swears an oath, she records it by carving it into an impossibly tall cliff. Many dying dwarf warriors claim to see Valkauna walking across the battlefield, offering water from a silver pitcher to the fallen.

Portfolio: Oaths, death, birth.

Domains: Death, Law, Water.

Cleric Training: Clerics of Valkauna begin their training by performing birth and funeral rites for their community. Higher-ranking clerics often have a role within the dwarven justice system, mediating contract disputes and conflicts between clans.

Quests: Quests for Valkauna often take adventurers beyond the Material Plane, where they must retrieve information or advice from the soul of a long-dead dwarf hero.

Prayers: Valkauna is the deity of oaths, so many prayers to her exact a promise from the worshiper. "I will cover your altar in splendor," says one common prayer, "if I live to see its radiance again."

Temples: Because she guides dwarves' souls into the afterlife, Valkauna builds her shrines in or near the places where dead dwarves are cremated or buried. They are as much mausoleums as they are temples.

Rites: Valkauna's clerics perform funeral rites full of pomp that honor major events in the life of the deceased and commend his spirit to the dwarf ancestors. They also bless births with a simple lineage-chant. In noble dwarf clans, the lineage-chant begins while the mother is still in labor, because it takes several hours to recite the illustrious deeds of so many forebears.

Holy symbol of Valkauna

Herald and Allies: Valkauna's herald is the ghost of a 10th-level dwarf cleric. Her allies are formian myrmarchs, trumpet archons, and hound archon heroes.

Favored Weapon: Heavy flail.

HISTORY AND FOLKLORE

The dwarves believe themselves to be the oldest civilized people in the world, and they might be right. Certainly, few would dispute it. Buried as they have been in remote mountain ranges and deep underground cities, the dwarves could have existed unrecognized by the outer world for millennia. Their largest cities have seen use for countless centuries; their capitals stretch back through recorded time to the first dwarf settlements. Their traditions are equally ancient, as their long life spans allow them to keep a better hold on the past. Change is anathema to the dwarven way of thinking, so it is little wonder that they hold to the old ways so strongly.

To understand who the dwarves are and why they live as they do, you must understand their origins. The true genesis of the dwarf race is lost to the mists of time, but their legends and myths still hold valuable information about the beginnings of their people and way of life. With this information in hand, a nondwarf can begin to unravel the unyielding dwarven stoicism and understand this proud race.

Roleplaying Application: The traditions and legends of the dwarves comprise a large part of their racial identity. What is your dwarf character's favorite legend? Does a particular legendary character inspire him? Perhaps you could write down a quick note about a dwarf role model whom your character desires to emulate in some way, and define what characteristics of this legend he finds appealing.

MYTHIC ORIGINS

The dwarves believe themselves to be the mortal descendants of Moradin the All-Father, god of the forge. Creation stories vary from hearth light to temple, but the most common tale revolves around Moradin at his forge, where it is said that he created the world, pulling shapes from primordial fire, metal, and stone, and recasting them as he saw fit. In that way, he created the world and all in it. However, the world he created was a cold, lifeless thing, containing all manner of wonders, but no soul.

Moradin pondered this for a long time, and although he was pleased with his creation's beauty, it gave him no joy. Finally, Mya, his wife and companion, counseled him and bade him to create creatures to care for his world. In doing so, she said, these creatures would provide the soul his world lacked and bring him joy.

Moradin saw the wisdom of her words and set about creating such caretakers. Many times did his hammer strike, but many times was he disappointed. In setting out to craft the perfect race, all he could create were imperfections. One by one, he found them wanting and cast them onto the surface of the world, to live as best they could.

Again, his heart was saddened, and the divine light on his brow dimmed. Again, Mya, Mother of Wisdom, came to him with counsel. She advised him to look within his heart. Only there would he find the ones he desired.

Illus. by D. Crabapple

Moradin did as she suggested, and when he was done, he found that his new creations were in his own likeness. He was pleased with them from the moment he breathed life into them, and found them worthy of the world he had created. Then, to make sure they could care for it properly, he put them not on the surface, but deep within the heart of his treasured jewel so that they could watch over it always and be its very soul.

LEGENDS

The legends of the dwarves are without number, told as both entertainment and education in front of flickering hearths to crowds of eager listeners. Oral storytelling traditions are alive and well among dwarves. Many young dwarves dream not only of growing up to be the heroes they hear about in the stories but also of becoming the skalds (singers) who tell the stories.

Every dwarf worthy of his clan knows the legends of his particular ancestors as well as the songs of the great kings—all of which are accepted as fact by the dwarves, not fiction as outsiders might claim. Even though no one knows where Kroesus, the great dwarf city, might be found, its existence is never questioned. The stories have been carved into their minds just as they were carved into stone centuries ago, and woe to the outsider who scoffs at them.

The following are some of the most popular dwarven legends ever told, and all are considered to have a basis in fact among the dwarf people. They have inspired countless dwarf youths by their examples, giving them dreams of reviving past dwarven glory and possibly of creating legends of their own.

The Drowning of Kroesus

Within the bosom of the earth stands Kroesus, a city that surpasses any that exists on the surface world. Its streets are laid with gold and its floors with ebony. Its gates are silver and bronze, strengthened by such magic that no force could ever break them down. The jewels of the earth have been made into lanterns for its homes, and rare and beautiful stones grace its walls, carved into cunning designs and enchanted against all manner of decay or neglect. No star that graced the surface skies has ever been as beautiful as Kroesus, the city of the dwarves.

Kroesus was the creation of the first High King, Borin, after he received a vision from Moradin himself. Borin quested deep within the earth to find a home for his scattered people. He searched for many years but was unable to find a home that could serve his vision. Finally, he found a cavern deep within the earth, as large and tall as a mountain, with a lake in the center, an underground river below, and vents that traveled through the earth for miles to the air above. He knew that he had found a new home, and he summoned his people there.

For fifteen generations they worked, built, and carved his vision into being, using the riches from the earth itself to glorify their deity, bending their skills as craftsmen to every detail of their city. It became the most beautiful place in the entire world. Such beauty however, always draws the weak and cruel as well as the strong and wise. Other races of the earth heard of the magnificent city, and envy grew in their hearts. Such envy came not from the gnomes or goliaths, for they could create beauty of their own, but from the twisted souls of those who had no beauty in their own hearts: the drow.

The drow heard of the city and desired to take it from the dwarves. They sent spies to watch from the shadows and sneak past the gates, and they turned the hearts of weak dwarves to their bidding. Unable to pass the great gates, they were sly and created a new entrance into the city, disguised with dark magic.

After biding their time for months, the drow attacked from within. They ravaged the city, slaughtering old and young alike, while the dwarf army fought them bravely in the streets. The dwarves were not prepared for the numbers of the drow or the fight on their own lands, and they began to lose the battle.

King Kreadin, then High King of the dwarves, vowed to keep the drow from taking the city, regardless of the cost. The dwarves had long since tapped the underground river, and had devised a method by which the city could be flooded should disaster strike—a plan the drow had never discovered.

When it became clear that the dwarves had been defeated, Kreadin girded himself with his father's hammer and crown, secretly made his way to the dam room, and opened the floodgates. The entire city was flooded with the river's

BEHIND THE SCENES

While it is easy to focus on the present day in any given campaign, a more difficult (and yet rewarding) task is that of linking the present to the past. In the real world, we are always affected by the events and beliefs that preceded us. Wars are fought today over grudges begun hundreds of years ago. Entire ways of life are abolished within a single lifetime because of changes in society that began three generations ago. Devices that were merely entertaining fiction thirty years ago now flourish in our homes and businesses.

When the DM draws on the fictional past for inspiration, a campaign will seem that much more realistic to the players. The myths and legends presented here can be used as hooks for story arcs or adventures, or as backgrounds for those who would like their characters to be a bit more grounded in their racial culture.

That said, don't overplay the weight of history in the game. D&D works best when the present is the "Golden Age of Heroes," when great deeds await characters powerful and determined enough to carry them out. The past is a useful storytelling tool, but the player characters should never feel that their adventures are just a pale shadow of the sagas of yesteryear.

The drowning of Kroesus

Illus. by W. O'Connor

fury, killing drow and dwarf alike in its inexorable torrent. Only a small group survived, sent by the king to the surface through a secret exit. Where these few dwarves are now is uncertain, but the quest to find them and reclaim the drowned city is the dream of every dwarf hero.

Adventure Hook: A group of mid-level PCs finds Kreadin's crown in a dragon hoard. Clues from the dragon lead them to a dwarf clan imprisoned by the duergar: King Kreadin's kin. Once the dwarves have been freed, they bid the PCs to recover Kreadin's hammer from an armory on the Infernal Battlefield of Acheron where it is being held. When the clan gets the hammer back, dwarves travel with the PCs to watery Kroesus, where they attempt to drain the cavern and rebuild the city.

Conn (Son of Feodin) and the Crown of Sorrow

In the time before the dwarf people had chosen a new king to rule over the clans, each clan lived apart from the others, warring and trying to gain prominence over each other. In that time, the Ironforge Clan led the race for the kingship, with Feodin as its chieftain.

Feodin was a mighty warrior, with eyes that could pierce the darkest cave and an arm as strong as granite. He was well beloved by his clan, but his son Conn surpassed even him. Conn was handsome and strong, well favored with ebon-black hair and eyes that glimmered like hearth light on steel. His right arm was as iron, while his left was as stone. His mind was keen as the sharpest blade, and his craftwork was as beautiful as that of the dwarf smiths of old. Clan Ironforge was well pleased with their chieftain's son, and looked forward to Conn's reign with great satisfaction.

Feodin loved his son and treasured him above even gold, jewels, and the secret crafts that all dwarves hold dear inside their hearts. His mind was fearful, though, that his people loved his heir more than himself. He began to harbor doubts about Conn's loyalty and steeled himself against his son, lest Conn try to take leadership of the clan before his time.

Conn saw this coldness in his father's demeanor and was troubled. Still, he kept to his duties, even as his father became distant to him. He loved his clan, but he loved his father more. Some among his companions noticed the chief's change in heart as well, and they urged Conn to wrest the throne from his father feared. He refused to do so, however, and dismissed those among his company who held such thoughts. He would not lay a hand against his father, not even to claim his birthright.

The unrest between father and son was a subject of much consternation among the clan members. While many tried to heal the breach, relations between the two continued to deteriorate as Feodin grew more and more paranoid about Conn's intentions, despite Conn's efforts to reassure his father and obey his wishes.

Meanwhile, the fortunes of the clan began to fail. Feodin's decisions grew more and more erratic, as the once-capable chieftain seemed only to choose the worst course of action time and again. Conn was torn by indecision: Should he turn against his father to save his clan?

Finally, a turning point came. Conn and a group of clan-wardens were patrolling the eastern tunnels of the clan's holdings when they came across a partially collapsed side passage. After checking the area for faults and weaknesses

but finding none, they set out to clear the blockage and found a dwarf corpse, weeks old and greatly decayed. They recognized the deceased as a missing watch captain who had been absent for weeks. Upon examining the body, they were horrified to find that the dwarf's brain had been removed.

Conn had listened well to his teachers, and he recognized the evidence as that of an illithid attack. With his friends at his side, he immediately returned to the clan hall and sought an audience with his father. As he stood below the throne, ignoring the scowls he received from his chieftain, his eyes scoured the room for the darkest, deepest shadows he could see, the ones into which even a dwarven eye could not see. When he found such a spot, in a corner a short distance from his father's throne, he gave a deep cry of rage and threw his hammer into the darkness. To the shock of all those present in the room, a mind flayer appeared where the hammer struck, giving a terrible screech of pain.

Conn struck quickly, not wanting to give the horrible creature any time to attack. His blows fell like strikes on an anvil, in a powerful rhythm that left the mind flayer reeling. Before he could kill the creature, however, it was able to reach his father. The old dwarf was weakened by his ordeal and was no match for the illithid who had been controlling him for weeks. He fell before it, even as Conn dealt it a mortal blow.

Conn took up the leadership of the clan. He had no wish to see another dwarf clan become prey to the mind flayers, so he called the greatest dwarf craftworkers together and commissioned a crown to be worn by every chieftain after him, protecting them in both mind and body against another insidious attack from the illithids. That crown, dubbed the *Crown of Sorrow*, was stolen during the reign of Conn's grandson. It was Clan Ironforge's most treasured possession, and some among the clan search for it even today.

Adventure Hook: The *Crown of Sorrow* has been found—or so it appears. The PCs must travel through the lightless realms of the drow, the duergar, and nameless underground horrors to take the crown from the captured mind flayer temple where it was found and deliver it to the Hall of the Dwarf Kings. Just as they arrive, a mysterious, cloaked dwarf warns them that the crown is a fake—a trap left by the retreating mind flayers. If the dwarf king wears it, the mind flayers will be able to *dominate* him from leagues away.

LANGUAGE

The Dwarven language has its roots in antiquity. Many scholars of linguistics place its age as equal to or older than Elven, making it one of the oldest written and spoken languages in the world. Its alphabet, one of the first ever created, has seen widespread adoption by other cultures, and it is the alphabet of choice for the Giant, Gnome, Goblin, Orc, and Terran tongues. Although many of these languages have diverged widely from the original Dwarven tongue, the runes are still recognizable with a bit of study.

Dwarven is a very pragmatic language. It has few words for high ideals or theories, making it ill suited for discussing research or philosophy. For dwarves who practice such esoteric disciplines, such as sages and wizards, much of their professional terminology has been adopted wholesale from the Common or Elven tongues. Dwarven religious lessons are told largely as parables—legends hiding moral truths for the edification of the listener—since the language does not lend itself well to sermons.

Dwarven reflects emotional states very well, giving dwarf skalds a richly varied palette with which to paint their verbal pictures. This focus on the pragmatic and immediate over the esoteric and eternal often carries over into other languages that were highly influenced by Dwarven.

Where Dwarven really shines, however, is in an engineering or industrial setting. The language allows for a fine degree of differentiation between physical objects or types of similar objects, as well as describing various processes. Many scholars have surmised that the gnomes' attention to descriptive detail can be traced back to this aspect of the language, given their similar roots. Although most base words in Dwarven are short and to the point, one- or two-letter modifiers are typically added to both the beginning and end of the word to add more detail. Most of the longer Dwarven words are a result of this modification and can hold a surprisingly complex level of description.

Spoken Dwarven often sounds gruff to surface-dwellers. It is consonant-heavy, taking on a guttural quality when spoken harshly or in anger. It can be very melodious, however, with an inherent rhythm and balance that is pleasing to the ear.

Dwarven literature is very limited. The oral tradition is highly valued among the dwarf clans, leaving little for the scribes to do but keep records and memoirs. While most of dwarf society is literate, very few dwarves read for pleasure. In a culture that prizes both physical activity and social interaction, the idea of such a solitary pursuit as reading for pleasure has few adherents. Most dwarven legends and religious tales have been recorded for posterity, but they are taught orally, not from books. Mass printing or book creation has little place in dwarf society, although those who make paper, ink, and writing implements for scribes manage to carry on a healthy niche trade.

DWARVEN PHRASEBOOK

The following phrases and idioms are common in dwarven culture, so dwarf characters might utter them from time to time. You can either use the actual Dwarven words or the English translations, depending on your style at the gaming table.

Varathika gelm uvalar. A literal translation of this Dwarven phrase is "That is bad/crumbling stone." Dwarves use it to describe anything that seems good at first glance, but has hidden flaws.

Vorum dwarkar geddum? "What would my ancestors say?" Dwarves sometimes use this phrase to express surprise and wonder, but more often to express disapproval.

Huram kaugri hurmfar. "Make the giant stumble." This Dwarven idiom describes a clever trick, especially one that levels the playing field between two unequal foes.

Nyr doch! In an archaic dialect of Dwarven, this phrase means "Eat this axe," but most dwarves don't know the expression's origin. It is among the dwarves' heartier battle cries.

Horlemmar mernar! Another battle cry, often uttered during charges, this phrase means "Seize the ground, comrades!"

Mosgrim. This word literally translates as "beardless," but to a dwarf it's an extraordinarily insulting term for a worthless coward or fool. Dwarves almost never apply this term to dwarf females, despite the fact that they don't have beards. A dwarf would instead refer to a female as *thalaknich*—"clear-chinned."

Yevo ni kar. "I am set apart." Dwarves often say this during times of mourning or bouts of deep melancholia. A looser translation would be, "Leave me alone; I'm inconsolable right now."

RUNES

The Dwarven alphabet has two forms: High Dwarven and Low Dwarven. High Dwarven has twenty-seven characters and was the first Dwarven alphabet. It was commonly used in ancient times, and it is the alphabet that other races have drawn upon for their own written languages. It is considered very formal and is used in runecrafting (see Rune Circles in Chapter 7: Equipment and Magic), ritual, and religious and court documents. Low Dwarven eliminates six characters and is the daily alphabet of the dwarf people, taught to all dwarf schoolchildren as part of their earliest education. High Dwarven requires further study and is typically no longer taught outside specialized professions. Aside from the specialized characters, the two forms are the same.

DWARVEN NAMES

Each dwarven name typically consists of a prefix (from Table 1–1) and a suffix (from Table 1–2 for male names, Table 1–3 for female names, or Table 1–4 for stronghold names). The definitions after each prefix or suffix are designed to help determine what a name means once it has been generated. Alternate spellings have also been provided in some cases.

You may randomly generate a dwarven name by rolling once on Table 1–1 and whichever other table is appropriate for the kind of name you want. If you prefer, it is also possible to pick a set of definitions you like and assemble a name that matches them. If your character is an "axe for hire" who hates dragons, you might decide his name should reflect this. Looking at the definitions, you decide his name will mean "Dragon Slayer." This results in the name "Valand." If the character had been female, you might have gone with "Valora," deciding that it means "Protector from Dragons."

If you don't like a particular combination, add *a, b, d, f, g, i, k, m, t, v,* or *z* between the prefix and suffix. Although not every combination of prefixes and suffixes will sound right, usually only a minor change is called for. If you can't make a particular name work, try one with a similar meaning. If you don't like "Valand," try a name that means "Dragon Smasher" instead. If you have randomly generated a name

Table 1–1: Dwarf Name Prefixes

d%	Prefix	Definition
01–02	A-/Al-	Forge
03–04	An-	Enemy/Giant
05–06	Ar-/Ara-	Blood
07–08	Az-	Rock
09–10	B-/Bal-	Anger/Wrath
11–12	Bar-/Bari-	Crushing/Mighty
13–14	Baz-	Fire/of the Flame
15–16	Bel-	First
17–18	Bof-	Great/Ancient
19–20	Bol-	Hidden/Secret
21–22	D-/Dal-	Stout/Heavy
23–24	Dar-/Dare-	Burned/Burning
25–26	Del-	Steel
27–28	Dol-	Weapon/Sword
29–30	Dor-/Dora-	Red
31–32	Duer-	Dark/Darkness
33–34	Dur-/Duri-	Wolf
35–36	Dw-/Dwo-	Fierce
37–38	El-	Goblin/Foe
39–40	Er-/Eri-	Elder/Old
41–42	Fal-/Fall-	Strong/Strongest/Strength
43–44	Far-	of the Stronghold
45–46	Gar-	Bear/of the Bear
47–48	Gil-	Fire/Fiery
49–50	Gim-	Glad/Cheerful
51–52	Glan-	Forgotten/Lost
53–54	Glor-/Glori-	Silver/Glitter/Glittering
55–56	Har-	Hearty/Stalwart
57–58	Hel-	God's/of the Gods
59–60	Jar-	Orc/Ugly
61–62	Kil-	Proud/Powerful
63–64	Ma-/Mar-	Gold/Golden
65–66	Mor-/Mori-	Brave/Bold
67–68	Nal-	Honored/Honorable
69–70	Nor-/Nora-	Mithral
71–72	Nur-/Nura-	Steady/Sure
73–74	O-/Ol-	Large/Fat
75–76	Or-/Ori-	Gem
77–78	Ov-	Cunning/Wise
79–80	Rei-	Vermin
81–82	Th-/Ther-	Oath/of Oaths
83–84	Tho-/Thor-	Noble/Loyal
85–86	Thr-/Thra	Black
87–88	Tor-/Tore-	Soul
89–90	Ur-/Urni-	Death/Skull
91–92	Val-	Dragon/Magic/Magical
93–94	Von-	Tunnel/of the Tunnel
95–96	Wer-/Wera-	Battle/War
97–98	Whur-	Iron
99–100	Yur-	Rune

and don't like its definition, try altering the order of the words in each part of the definition.

It is also possible to use the definition as just a starting place for a name's meaning. Often, the definitions can be combined in a poetic way for better results. For instance, dwarven names are often descriptive of where a character (or his ancestors) came from. Thus, "Nordris" could mean "Mithral Heart," "Lovely Mithral," "Love of Mithral," or even "As Lovely as Mithral." And although "Azigen" might seem like a name with a bad definition ("Rock Stone"), even it can work as "From the Stone and Rock." Place names in particular can take a little creative thought. Often, adding the word "of" to the definition somewhere will help. "Durral" may not make much sense if you define it as "Wolf Birthplace," but "Birthplace of the Wolves" works just fine.

Table 1–2: Male Dwarf Name Suffixes

d%	Suffix	Definition
01–02	-aim/-and	Slayer/Killer
03–04	-ain/-arn	Fist/Striker
05–06	-ak	Axe/Cutter
07–08	-ar/-ard	Guard/Guardian
09–10	-auk	Clansman/Crafter
11–12	-bere	Gauntlet/Hand
13–14	-bir/-bin	Keeper/Warden
15–16	-dak/-dek	Mine/Miner
17–18	-dal	Ale/Drink/Drinker
19–20	-din	Smith/Blacksmith
21–22	-el	Warrior
23–24	-ent	Mountain
25–26	-erl	Father
27–28	-gal	Shield
29–30	-gan	Mason
31–32	-gar/-gath	Lurker/Thief
33–34	-gen	Stone/Monolith
35–36	-grim	Eternal/Lasting
37–38	-gur/-guk	Boar/Steed
39–40	-i/-ik	Brother/Ally
41–42	-ias	Anvil
43–44	-ili/-li	Beard/Pride
45–46	-im/-rim	King
47–48	-in/-rin	Dwarf/Dwarves/People
49–50	-ir/-init	Giver
51–52	-kas	Scout/Seeker
53–54	-kral	Hall/Stronghold
55–56	-lond	Friend
57–58	-o/-oak	Barrow/Tomb
59–60	-on/-lon	Raid/Raider
61–62	-or/-ror	Riddle/Riddlemaster
63–64	-oril/-oric	Judge/Lawgiver
65–66	-rak	Hammer/Smasher
67–68	-ral	Heart/Spirit
69–70	-ric	Chest/Belly
71–72	-rid	Craftworker/Craft master
73–74	-rim	Spear/Stabber
75–76	-ring	Armor/Hide/Skin
77–78	-ster/-stili	Kin/Cousin
79–80	-sun	Rider
81–82	-ten	Son/Child of
83–84	-thal	Mattock/Crusher
85–86	-then	Earth/Earthen/of the Earth
87–88	-thic	Champion/Victor
89–90	-thur	Hunter/Wayfinder
91–92	-ur/-rur	Master/Craftsman
93–94	-urt	Berserker/Battlerager
95–96	-ut/unt	Highborn/Nobleman
97–98	-val	Messenger
99–100	-var/-villi	Outcast/Exile

Table 1–3: Female Dwarf Name Suffixes

d%	Suffix	Definition
01–02	-a/-aed	Hearth
03–04	-ala/-la	Blessing
05–06	-alsia	Partner/Wife
07–08	-ana	Eye/Eyes
09–10	-ani	Bearer
11–12	-astr	Ring/Jewelry
13–14	-bela	Ally/Sister
15–16	-bera/-bena	Will/Faith
17–18	-bo	Hair/Braid
19–20	-bryn	Wisewoman
21–22	-deth	Guard/Guardian
23–24	-dis	Gift/Riches
25–26	-dred	Maiden
27–28	-drid	Spinner/Weaver
29–30	-dris	Heart/Love/Lovely
31–32	-esli	Hand/Skill
33–34	-gret	Daughter/Child of
35–36	-gunn	Warrior
37–38	-hild	Speech/Voice
39–40	-ia	Priestess/Holy Woman
41–42	-ida	Air/Breath
43–44	-iess	Mother/Matriarch
45–46	-iff	Beauty/Jewel
47–48	-ifra	Craftswoman/Cook/Seamstress
49–50	-ila	Joy
51–52	-ild	Fair/Kindness
53–54	-ina	Art/Artisan/Craft
55–56	-ip/ippa	Pledge/Promise
57–58	-isi	Treasure/Treasure of
59–60	-iz	Fox
61–62	-ja	Mistress
63–64	-kara	Healer
65–66	-li/-ili	Twin/Twin of/Sister of
67–68	-lin	Song/Singer
69–70	-lydd	Vindicator
71–72	-mora/-moa	Seer/Prophetess
73–74	-ola	Brewer/Brew/Ale
75–76	-on/-ona	White/Pure
77–78	-ora/-oa	Tender/Protector
79–80	-re/-rra	Tree/Root
81–82	-ren	Life/Living/Birth of
83–84	-serd	Virtue/Virtuous
85–86	-shar/-sha	Moon
87–88	-thra	Escort/Matron
89–90	-tia	River/Pool
91–92	-tryd	Heroine
93–94	-unn	Highborn/Noblewoman
95–96	-wynn	Grace/Gracious
97–98	-ya	Guest/Hostess
99–100	-ydd	Queen

CITIES AND SETTLEMENTS

Towns and cities generally form in response to two phenomena: the need for a new population center and the availability of natural resources. While surface-dwellers generally need only look for water and solid ground, dwarves are far choosier about where their cities are built.

Table 1–4: Dwarf Stronghold Name Suffixes

d%	Suffix	Definition
01–04	-ack	Bridge
05–08	-arr/-aln	Tower
09–12	-bek	Pass/Ford
13–16	-cral	Hall
17–19	-dar/-dann	Hearthplace
20–22	-dukr	Wall
23–25	-duum	Home/Manor
26–28	-eft	Castle
29–31	-erg	Town
32–34	-est	Cavern
35–37	-fik	Temple
38–40	-gak	Homeland
41–43	-girn	Mountainhold
44–46	-gyth	Mine
47–49	-hak	Bulwark
50–52	-hig	Garrison
53–55	-jak	Hold
56–58	-jyr/-jynd	Camp
59–61	-kak	Hamlet
62–64	-krak	Fortress
65–67	-lagg	Lair
68–70	-lode	Citadel
71–73	-lyr/-lynd	Grange
74–76	-malk	Village
77–79	-mek	Outpost
80–82	-nore/-noe	Point
83–85	-rak	Bastion
86–88	-ral	Birthplace
89–91	-sten	Rampart
92–94	-tek	Cradle
95–97	-vir/-vin	Barrier
98–100	-zak	Anvil

Before a dwarf city can be founded, a sufficient number of dwarves must be searching for a new home. No dwarf city is infinitely expandable, and since dwarves do not have an agricultural society, they rarely choose to live on their own. Under the earth's surface, safety is found only in numbers.

In addition, the natural resources must be sufficient to support a dwarf settlement. Water is certainly a concern—no dwarf city can long survive very far from a water source, and underground wells are rarely an option. Aside from water, the dwarves have many other concerns. They rely on underground flora and fauna for their food supply, so the type of earth available must be able to support these crops. The area must be composed primarily of stone or exceptionally dense earth, because only these regions can support the excavation that a dwarf settlement entails. Preferably, nearby caverns are available in which to build and expand, since excavating by hand considerably limits the eventual size of the settlement.

Additionally, the dwarves must have raw materials nearby to extract and craft. They must have something on which to base the city's economy, or it will wither and die as its children leave to pursue occupations that aren't available locally. Stone will suffice as a resource, if no others are available, but the city will have little in the way of exports other than craftsmanship, usually resulting in a relatively poor city. Veins of metals are preferred, although precious stones work nearly as well.

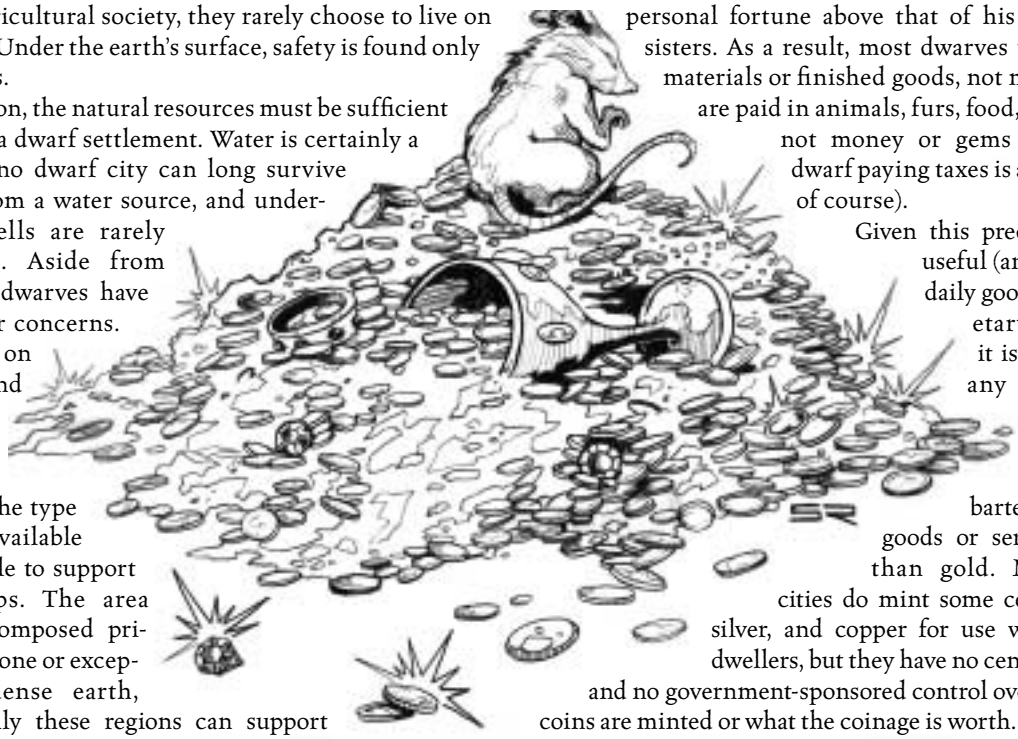
A typical dwarf city is described in this chapter as both a reference for DMs looking to design their own and as a location for use in a dwarf-based campaign.

THE DWARVEN ECONOMY

Within dwarf society, the economy is driven by barter, not coin. While most surface kingdoms measure wealth in gold or silver because of its rarity, dwarves typically have as much gold and silver as they could want—and the best chance of finding more. They value these substances because of their beauty, not their desirability to surface-dwellers. The esteem that surface cultures place on gold and other precious metals serves the dwarves in good stead, however, and they are not unaware of the lure their possessions hold for other cultures.

When a dwarf trades with another dwarf, he is not usually interested in increasing his personal wealth. He is far more interested in increasing his personal comfort and ensuring the survival of his family, clan, and city. With a deep sense of social responsibility ingrained in dwarves from birth, it is the rare dwarf indeed who puts his personal fortune above that of his brothers or sisters. As a result, most dwarves trade in raw materials or finished goods, not money. Taxes are paid in animals, furs, food, or weapons, not money or gems (unless the dwarf paying taxes is a gem miner, of course).

Given this predilection for useful (and hard-won) daily goods over monetary concerns, it is a given that any dwarf in a dwarf city would rather trade in barter for surface goods or services rather than gold. Most dwarf cities do mint some coins in gold, silver, and copper for use with surface-dwellers, but they have no central treasury, and no government-sponsored control over how many coins are minted or what the coinage is worth. The dwarves



Illus. by S. Roller

generally accept the standard valuation from whichever surface cultures live nearby.

Many people have noted that despite their barter culture and lack of a monetary system, dwarves are remarkably reluctant to part with their coins. This trait has confused some individuals, making them believe that dwarves are avaricious and miserly. This is not the case. Instead, it is a survival trait, a means of protecting limited and valuable resources.

Gold, silver, and the like are nonrenewable resources to dwarves. Every coin that is minted and traded away and every gem that is surrendered to the surface world is one more bit of dwarven prosperity that is unlikely to return. The dwarves place a high value on self-sufficiency, and the knowledge that they might be trading away their grandchildren's future weighs on them, prompting them to drive for the best deal possible. Outsiders looking to sell items within a dwarf city typically get a better deal by asking for trade goods, crafted items, or services in lieu of coins. Those buying items from dwarf traders can use money or barter normally.

EXAMPLE SETTLEMENT: URUZ, CITY OF GRANITE

Uruz, sometimes called the City of Granite, is built inside an ancient mountain peak. Through secret entrances, tunnels wind down from the surface into the enormous natural cavern that holds the city. Other natural tunnels lead off in various directions, and it is impossible to tell how many of the entrance tunnels were crafted and how many formed naturally.

Once inside the city, visitors are initially struck by the glittering appearance of the walls, columns, and floors. Most of the buildings in the city are fashioned of granite, an exceptionally hard mineral composed of a number of different substances, including quartz deposits. Every surface glitters in the hearth lights and lanterns of a thousand dwarves, all polished to a glass-smooth finish to let the crystals embedded in the stone catch and reflect the most light. Most of the stone is light blue or gray, but pinkish-red stones are also used, especially in the mosaics that decorate the public areas.

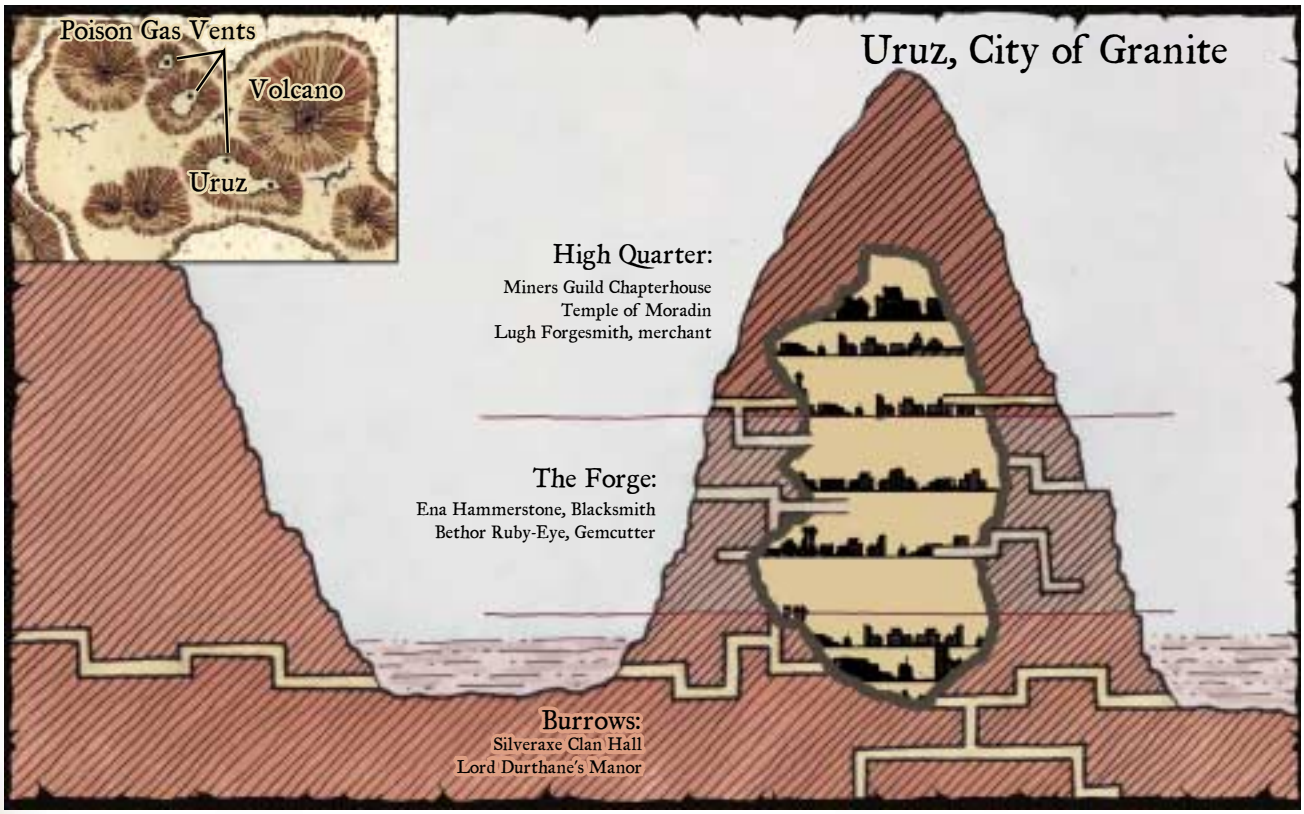
The city is divided vertically into three sections, each of which is described below.

The High Quarter

The upper section, called the High Quarter, is home to all the public buildings of the city. The seat of government is here, along with the Great Hall of the Clans and smaller halls for each clan. The guild chapterhouses are here as well, along with the schools, temples, and merchants shops.

Miners Guild Chapterhouse: This building is tall and airy. Steps lead up from the plaza to the open front of the structure, and five great stone columns separate it from the street. At the top is the guild symbol: a golden pickaxe crossed with a golden hammer.

This building serves as the heart of the miners guild. It keeps in contact with chapterhouses in other dwarf cities, offers accommodation to traveling members of the guild, and does its best to deal with concerns for the miners as a



whole. If the miners stumble onto a dangerous creature they cannot deal with, a notice will be posted here, advertising for someone to look into it. The local guildmaster is nearly always here during the day, and journeymen serve as staff throughout all shifts.

Temple of Moradin: The temple of Moradin is an impressive building. The roof is little more than decorative panels hung from the beams that stretch overhead, and the walls are covered with bas-relief sculptures portraying the legends of Moradin and his wife Mya. The interior is open except for a door in the back, leading to living quarters and offices below. At the back of the large, open space is a giant, elaborate forge that never goes dark. This forge is the altar of Moradin, where all rituals and religious celebrations are held.

Lugh Forgesmith, Merchant: In a comparatively small building west of the temple, the largest merchant in Uruz has his shop. Lugh Forgesmith specializes in goods from across the surface world, as well as imported dwarven works in metal and gems. His prices are a bit high, but there is little he doesn't carry or cannot get. He is naturally willing to take barter in payment as well—especially if a character is willing to run a few simple errands for him.

The Forge

The middle section, aptly named The Forge, is the industrial area, where smiths, stonecarvers, gemcutters, miners, and foragers all ply their trades. What animals the dwarves can keep belowground are kept here, and the crops are accessed through this section as well. Any trade the dwarves can practice is found here, away from the daily needs of the government and the residences of the city's inhabitants.

Ena Hammerstone, Blacksmith: Ena is a competent blacksmith who specializes in items for daily use. While she can make an axe or a breastplate, she's more likely to work on a hammer, a grill, cooking pots, or a sturdy chain. She keeps a few apprentices and can repair goods as well as make them from scratch. Some of her decorative ironwork graces the front of Lord Durthane's Manor (see below).

Bethor Ruby-Eye, Gemcutter: Bethor is a gemcutter, and quite a skilled one at that. His kind is something of a rarity in Uruz, since the city rarely finds more than quartz deposits for gemcutters to work with. Originally, he came from the city of Degaz, Uruz's closest neighbor. He married a woman from Uruz, however, and moved here to be with her. He works mostly with imported stones, traveling between the two cities once every six months to personally select the gems he wants to refine.

The Burrows

The lower section, called the Burrows, is the residential section of the city. While a few business owners prefer to live near (or above, below, or in) their shops, most people live with their clans. Despite its unassuming name, the dwarven homes ensconced in this section of the city have little in common with any other burrow one is likely to encounter. The most expensive and largest homes in this section are built as freestanding structures in the center of the area. While impressive on the surface, they also extend deep into the earth, rivaling the size of some of the largest manors in surface cities. Dug deep into the earth and stone of the cavern walls are the clan homes—large, extended dwellings with smaller family dwellings branching off from the larger group hall. Only married couples with children are allotted one of the family dwellings, and the clan chieftain and his family are given the largest of these.

Silveraxe Clan Hall: This clan hall is set into the cavern wall, with only a pair of large metal doors to note its location. Above the door hangs the clan symbol: a large, silver axe decorated with rubies. The doors open onto an extremely large room, decorated with rough slabs of granite. A large cooking hearth is built into one wall, and rows of stepped benches follow the walls. From there, tunnels lead back to kitchens, washrooms, and private sleeping areas. Members of the clan from other cities are offered accommodations in the hall, with free room and board for the extent of their stay.

Lord Durthane's Manor: Located in the center of the Burrows, Lord Durthane's manor is the largest freestanding structure in this part of the city. It is the home of the ruler of Uruz, where he lives with his family and immediate advisors. The house itself is a marvel of engineering, built of granite blocks in varying colors and shades. The door is made of ornamental iron grills over sheets of gold. The house has no windows, but balconies on the second and third stories overlook the city. Visiting dignitaries from the High King or other dwarf rulers stay here during their time in Uruz.

CREATING DWARF CHARACTERS

Dwarves are one of the easiest races in D&D to roleplay. They have well-defined personalities, and it's easy to imagine a dwarf character in your mind as you play. Everybody knows how dwarves are supposed to look and act. Accordingly, making a dwarf character is often a matter of deciding how much you want to play against type. You can be a doughty dwarf fighter, a sneaky dwarf archer/rogue, or even the vanishingly rare dwarf sorcerer.

No matter what class you choose, consider spending some skill points on Search and Appraise, even if they're cross-class skills for you. Because of your stonecunning racial trait, you'll be able to make Search checks whenever you come within 10 feet of unusual stonework. Over the course of your adventuring career, it's a good bet that the unusual stonework you find will save your life—because it's often a trap you can avoid or a hidden passage that leads away from danger. Appraise is likewise a useful way to spend skill points, since adventurers often encounter unusual gems or items made of unearthly metals.

SPECIAL DWARF OPTIONS

As a dwarf character, you qualify for some specific feats and prestige classes unavailable to PCs of other races, all described in Chapters 5 and 6 of this book.

Feats: Ancestral Knowledge, Battle Hardened, Clan Prestige, Dwarven Armor Proficiency, Earth Fist (also available to gnomes and goliaths), Moradin's Smile, Titan Fighting (also available to gnomes).

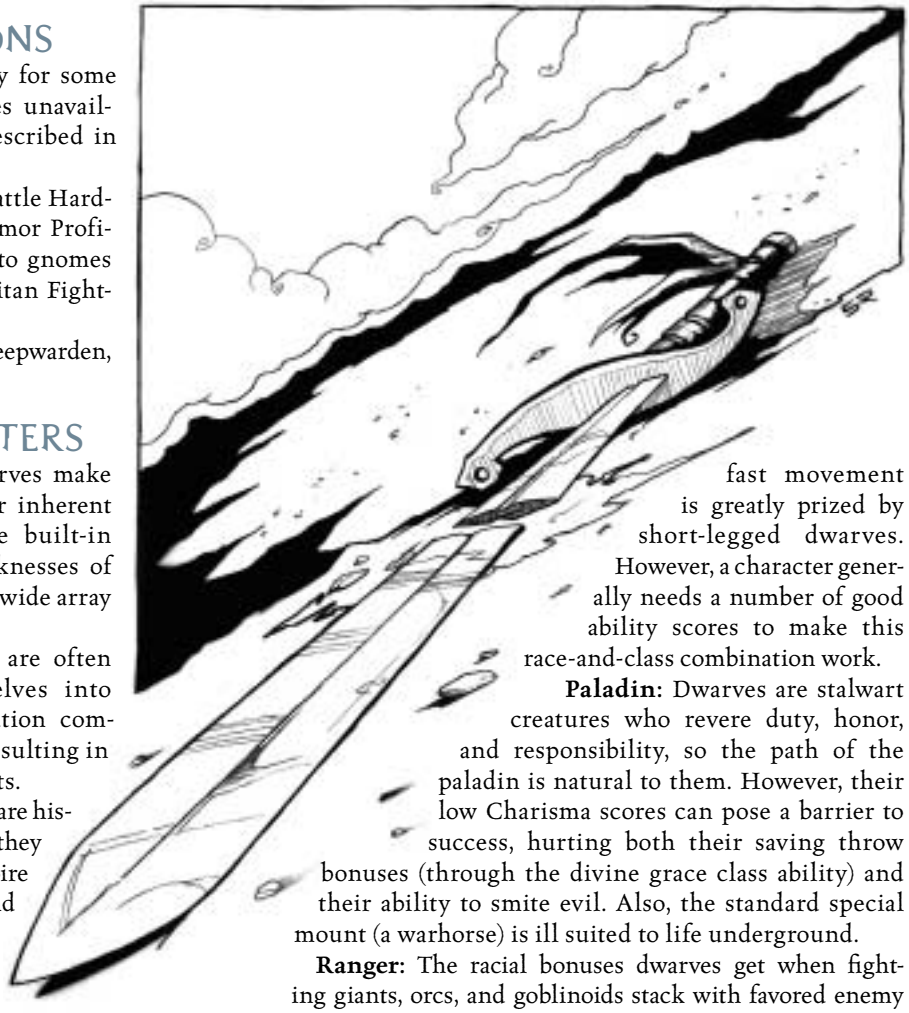
Prestige Classes: Battlesmith, deepwarden, runesmith.

DWARVES AS CHARACTERS

Due to their racial abilities, dwarves make superb melee fighters. Still, their inherent sturdiness compensates for the built-in saving throw and hit point weaknesses of some classes, so they're viable in a wide array of adventuring careers.

Barbarian: Dwarf barbarians are often berserkers who throw themselves into melee. A dwarf's high Constitution combines well with barbarian rage, resulting in a long rage and plenty of hit points.

Bard: Among the dwarves, bards are historians and genealogists as much as they are musicians and orators. They inspire their comrades to acts of bravery and valor by reminding them of the great deeds of their forebears. A dwarf's low Charisma makes bard a tough choice, obviously, but playing against type can be its own reward for players who savor a challenge.



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Cleric: Dwarf clerics often use an array of spells such as *divine favor* and *divine power* to improve their melee attacks before wading into battle with a warhammer or greataxe. Their low Charisma scores means that they have a hard time turning undead, however.

For alternative options for the dwarf cleric, see the dwarf racial substitution levels in Chapter 6: Character Options.

Druid: Dwarf druids protect the caves and caverns of the underworld. They primarily choose burrowing animals as animal companions. Druids are more common among the surface-dwelling dwarf subraces.

Fighter: Axe- and shield-wielding dwarves are common for a good reason—they are both dangerous and durable in melee. While most dwarves concentrate on their melee prowess, dwarf archers have no particular disadvantage, so don't forget about ranged attacks.

For alternative options for the dwarf fighter, see the dwarf racial substitution levels in Chapter 6: Character Options.

Monk: Dwarves have a natural tendency toward lawful alignments, and their low Charisma hurts them less as a monk than in other classes. Furthermore, a monk's fast movement is greatly prized by short-legged dwarves. However, a character generally needs a number of good ability scores to make this race-and-class combination work.

Paladin: Dwarves are stalwart creatures who revere duty, honor, and responsibility, so the path of the paladin is natural to them. However, their low Charisma scores can pose a barrier to success, hurting both their saving throw bonuses (through the divine grace class ability) and their ability to smite evil. Also, the standard special mount (a warhorse) is ill suited to life underground.

Ranger: The racial bonuses dwarves get when fighting giants, orcs, and goblinoids stack with favored enemy bonuses against those same foes. As with dwarf druids, dwarf rangers tend to pick animal companions that are comfortable living underground.

Rogue: Rogues need good saves for those times when they fail a Search or Disable Device check. Whether a dwarf rogue has just triggered a poison needle or a *glyph of warding*, her racial bonuses on saving throws might save her life.

Sorcerer: Admittedly, this choice is tough, since Charisma is the most important ability score for sorcerers. However, dwarf sorcerers can take solace in the fact that they have more hit points than sorcerers of almost any other race.

For alternative options for the dwarf sorcerer, see the dwarf racial substitution levels in Chapter 6: Character Options.

Wizard: Most dwarf wizards combine their passion for craftsmanship with their arcane prowess, taking item creation feats and making weapons, armor, and wondrous items of great potency. Dwarf wizards tend to have more extensive spellbooks than other wizards, since they collect more spells during their long lives and they need many spells as prerequisites for their creations, even if they rarely actually cast them.

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Although gnomes are just as rooted in the strength of stone and earth as their dwarf brethren, their lighthearted, devil-may-care nature leads many to underestimate them. Gnomes are far more complex than their stature—or outward demeanor—might indicate. While they love the arts, both arcane and mundane, those are but the trappings of an intricate and conflicted society. Their inventive nature, fondness for innovation, and obsession with artistic expression form just the surface layer of this fascinating and deeply complicated people.

A DAY IN THE LIFE

For the young gnome artisan Ellaboo Merianthy Garial Philicia Starsweeper Murren (normally called Elly, for short), the day begins as the sun creeps in through the light shafts at the top of the burrow she shares with her family, illuminating her sleeping area and rousing the rest of her relatives as well. While keeping track of her younger siblings, she also helps her mother and father prepare a quick morning meal of fruit, porridge, and sweet cream, along with toasted bread and soft goat cheese.

Once breakfast is done, Elly leaves the burrow to visit her instructor, Maester Wizmarket, and receive her assignment for the day. The weather is fair, so rather than take the underground network of tunnels that connects all the burrows of the town, she pops up to the surface and takes a moment to enjoy the brilliant sunshine and fresh air.

Upon arriving, Elly is given her tasks for the day, along with the other journeymen. She is assigned to spend the rest of the morning teaching a group of apprentices the proper way to grind pigments for paint, preparing them for their lessons in the visual arts. It's a sticky, boring job, but a necessary one. She rounds up her students and gives a hands-on lesson, letting them do the work themselves and correcting them as necessary.

When they break for the midday meal, Elly dashes home to fix her lunch. In the kitchen stands her mother's favorite invention: the cold box, where the food is stored. She pulls out slices of lamb with fresh greens and fruit, thick pieces of bread, and spring water flavored with lemon. She takes her bowl and napkin outside and sits on the hill above her house, waving to her little brothers who are watching over the sheep and goats in the field a short distance away. She remembers when that job was hers not so long ago. She is happy that as a budding adult, she is almost ready to take on her new responsibilities, which will focus entirely on the daily business of invention and trade.

When she finishes eating, Elly wipes out her bowl and tucks her napkin into her pocket. She then returns to Maester Wizmarket's studio and sits down at her workbench, where her papers, quills, and ink remain from the day before. Settling down to work, she quickly whittles a sharp end onto her quill, twitching her nose as she reads over the music she had begun composing days earlier.

A flute, a finger organ, and a small stringed lute lie nearby; occasionally, Elly reaches over to touch the instruments, sometimes putting her fingers in different positions on them or blowing a soft note or two. Another few hours pass as she completes her composition, playing small snippets of it on each of the three instruments. Eventually, the light from the shafts grows dim, and the soft glow from the rose lanterns casts a warm hue across Elly's papers. Finally, a chime rings out from the main hall, indicating that work time is over.

Elly gathers up her papers and heads out to the tunnels, each one lit with a different color lantern to indicate where it leads. A few twists and turns through purple, blue, and yellow lantern-lit tunnels lead her to the green glow that indicates the main hall, where other gnomes stroll leisurely toward the engraved oak and gold doors spread wide for the journeyman recital.

Inside, the main hall is lit with lanterns of all colors, as well as dancing lights and other magical effects, scattered across the high ceiling like stars in the night sky. A feast of roasted and fresh vegetables, cheese, flatbreads, and tender spiced mutton lies spread on tables around all sides of the room, provided by the artisan cooks (the group to which Elly's mother belongs). Gnomes of all ages and from many different families sit around the large room on the stair-step seats of the great central amphitheater. In the sunken center of the performance area, the musicians wait for their cues to begin. Elly races over to the musicians, handing them copies of her composition to review before the performance. She then retreats to fill her plate and wait for the recital to begin.

When the musicians begin performing, Elly is surprised to find that her composition is the first to be played. She holds her breath and listens as the harmonies intertwine, pleasantly surprised to see the rest of the audience sitting silently as well, except for a few children, who dance and cavort. When her song ends, the audience erupts into applause. Maester Wizmarket stands up and calls out for Elly to come forward. There, he pins the moonstone badge of a senior journeyman on her shoulder and gives her a new name: Songspinner. The audience applauds, and Elly beams as she kisses her maester on the cheek.

That night when Elly arrives home, she discovers that her mother has made a sweet cake to celebrate, with strawberry cream filling and a honey glaze. The entire family dines like merchant lords that night, until with sticky fingers and happy hearts, they all retire to bed. Elly places her brooch where the morning sun will hit it first and goes to sleep, dreaming of her triumph at the recital.

DESCRIPTION

Gnomes are a short people, slightly built with thin, wiry frames. They typically stand from 3 to 3-1/2 feet tall and weigh 40 to 45 pounds. Gnome females and clean-shaven males are often mistaken for human children when they enter human lands. They are sturdy creatures, though not nearly as strong as dwarves due to their slight builds.

Gnomes have dark skin, ranging from light tan to a deep, warm brown. They typically have blond, light brown, white, or silver hair. Their eye color is generally blue, although the shade and depth varies greatly. Also, many gnomes use illusion spells to change their coloration entirely.

CLOTHING

Unlike dwarves, who spend as much time as possible deep under the mountains, gnomes enjoy the surface world and spend a good amount of time there, so their clothing styles usually account for temperature variance and weather.

Gnomes have a healthy respect and affection for the natural world, both aboveground and belowground. They view it as the cornerstone of life—the basis for all existence. That view is reflected in their clothing choices, though the "naturalness" of the clothing depends greatly on social class and wealth.

Traditional gnome clothing makes extensive use of leather and natural tones, using a palette of browns, whites, yellows, greens, blues, and grays. Exotic colors such as red, purple, and orange are rare, and typically worn only by those who wish to make an artistic statement with their clothing choices, members of the aristocracy looking to make an impression, or attention-loving adventurers who spend most of their time on the surface among other cultures.

A typical outfit for male gnomes begins with opaque tights or close-fitting breeches, often decorated with patterns or stripes, either dyed or sewed together from contrasting colors of fabric. Shirts are made of light, breathable materials, tailored for a close fit. They are normally unornamented, though the sleeves can range from blousy to form-fitting (though never tight enough to restrict movement).

Over this, a vest or doublet is worn (either with or without sleeves, depending on the season). A doublet is the most expensive and important piece of clothing a gnome wears. Doublets are usually constructed from tooled leather and typically left a natural brown, although they might be dyed other colors. Gnomes favor a side fastening for doublets, with high asymmetrical collars. Doublets for formal occasions are made from expensive and rare materials, such as silk, velvet, or gold cloth, and are rarely seen outside middle-class weddings and aristocratic functions. Slashed sleeves are uncommon, usually reserved for fancy dress or entertainers.

Boots are typically knee-high, generally designed to match the doublet. Boots have either square or pointed toes, depending on the use for which they are intended. The practical square-toed variety is typically reserved for work, while fancier, pointed-toe boots are more often worn on occasions when fancy dress is warranted, or by entertainers.

Gnomes' clothing reflects their attachment to the natural world

Illus. by R. Spencer

For gnome females, the basics of the outfit are much the same, consisting of tights or breeches and a shirt. Shirts are sometimes cropped, revealing the midriff. Sleeves are typically in one of three styles: sleeveless, long and blousy, or long and form-fitting.

Instead of a doublet, females wear a skirted version called a kirtle. It consists of a close-fitting bodice that ends just beneath the bust, either sleeveless or with long, close-fitting sleeves, and an open skirt that sweeps back from the front, the hem of which typically hits between mid-thigh and mid-calf. When constructed of leather, a kirtle typically uses suede leather, lambskin, or doeskin. Female gnome adventurers abandon their kirtles for sturdy leather doublets, however, if the situation calls for it. They wear boots or slippers, with boots being knee-high and styled similarly to their male counterparts.

Gnomes do not use many advanced weaving techniques for their fabrics, relying instead on jewelry and elaborate embroidery for ornamentation. Expensive garments often have precious or semiprecious stones sewn into the cloth itself. Doublets are regularly embossed or embroidered, and even the plainest kirtle has a row of flowers or something similar embroidered at neck, shoulders, and wrists. Vines, flowers, and other living things are favorite themes for embroidery.

Gnome jewelry is exquisitely detailed, featuring filigree and other advanced techniques. Semiprecious stones are used commonly. Precious stones such as rubies, emeralds, and sapphires are much rarer, and usually reserved for the upper classes. Most gnome jewelry uses cabochon gems set into groups in silver, gold, copper, and even leather settings.

GROOMING

As befitting a race so skilled in matters of appearance and illusion, gnomes are fastidious when it comes to personal hygiene and grooming. Bathing is a private matter, and it is usually done either in tubs inside gnome burrows in winter (many of them provided with hot and cold water through pipes) or outside in summer, in nearby rivers, streams, and lakes.

Both male and female gnomes traditionally wear their hair long, at least past their shoulders. Males normally pull theirs back into laced ponytails tied with leather strips, while females wear their hair loose, occasionally pulled

back from the face with a ribbon, strip of leather, or other hair ornaments. Male gnomes either go clean-shaven or wear small, carefully trimmed beards.

Other types of body ornamentation are rare, such as tattooing, scarification, and piercing. While gnomes regularly use illusions to change their appearance (sometimes in very disconcerting ways), most blanch at the thought of permanently altering their bodies in some way.

PSYCHOLOGY

A gnome who travels among tall races must quickly become accustomed to being treated as a child, at least upon initial meetings. This is not simply because of a gnome's size or body type, however, but recognition of the gnomes' appetite for life. Their pranks, jests, and insatiable demand for story and song are reminiscent to other races of a child's short attention span and constant demand for entertainment. Those who make such hasty judgments, however, only show their ignorance of the gnome mind.

Gnomes are a long-lived race. Adulthood does not come until forty-five years of age, and gnomes usually live to see at least 350 birthdays. In fact, it is not uncommon for a gnome to celebrate five hundred years of life, though few survive much past that age.

This sort of longevity can drive a race to become rigid and unchanging, reluctant to adopt new ideas or technology and having a heavy respect for tradition, sometimes at the expense of needed change. However, while gnome society has its traditional aspects, such as a class-based social structure and the long-cherished milestones of daily life, gnomes are more respectful of tradition than ruled by it. If gnomes possess a common traditional mind-set, it is that of the truth-seeker and artist, not the law-bound sycophant. Rebellion, exploration, and innovation—these concepts as much embody the traditional gnome way of life as their innate skill with illusions and love of art.

Rather than struggling against the tendency for change, the gnomes have embraced it. Gnome society has been consciously crafted to accommodate individual freedoms in a way that few others could. Human society rises and falls by the tide of uprising in its streets, goliaths deal with rebellious tribe members by means of exile, and the elves use diplomacy and social pressure to integrate changes in such a manner as to best preserve harmony. Of them all,

Illus. by W. O'Connor

A gnome's artistic expression can also represent a search for the truth behind existence

only the gnomes have taken their long life spans, the caution that longevity breeds, and a questing nature, and combined them to create their greatest masterpiece of all: a culture with room for every member to do as he or she chooses.

Of course, no creation is perfect, not even a masterpiece. Cracks and flaws develop over time, and no creator, no matter how skilled, can hope to prevent them all. Still, the gnomes attempt to allow themselves the freedom to dream, criticize, and rebuild without necessarily tearing down the entire structure. It is a difficult task, but one that marks gnome society as one of the most progressive of all races.

Another, often fractious, pair of desires also dominates gnome society and culture: the abstract desire to uncover and understand the truth of reality, and the more concrete desire to survive and thrive in daily life. On a good day, a gnome will be able to interpret these sometimes conflicting desires as a "head in the clouds, feet on the ground" feeling, or practicality with the ability to see beyond today's demands. On a bad day, however, she might feel as though the separate demands of the spirit and the flesh are beyond bearing.

The varied manifestations of these warring needs are responsible for a great deal of the strife in gnome culture. At the same time, the gnomes are very aware of this aspect of their collective personality, and have struggled to give themselves room to experience these feelings without tearing their society apart at the seams. Thus far, the societal experiment has been successful, but no one knows better than the gnomes that permanence is an illusion.

PHILOSOPHER-ARTISTS

Gnomes are both blessed and cursed with a philosophical bent and an insatiable curiosity. They express these feelings through art, invention, and magic—specifically illusions. None of these outlets, however, are completely able to satisfy the hunger that drives a gnome through life.

Though gnomes are inspired inventors, whose lives are more comfortable than most other races can boast, their inventions are merely an exercise in managing the world around them, sifting what activities or objects are necessary and irreplaceable from what is simply present. The joy they take in inventing a new device comes from both the creative process and the useful end result, but the resulting object is never the goal.

Naturally skilled with illusion, gnomes are very aware of the fleeting nature of appearance. While they use illusions to entertain themselves and snap others out of their daily drudgery and stagnant mind-sets, they are well aware of illusion's limitations. The pleasure they find in creating a particularly beautiful or useful illusion (and the glee in fooling other races with one) comes from the truth that illusion can reveal when correctly used, not the image or sensation itself.

At home among the arts, gnomes find themselves compelled throughout their lifetimes to search for the perfect expression of some intangible bit of truth through their chosen art form. The resulting statue, play, essay, song, or performance is not the goal, though. No matter how skilled a gnome becomes in her art form, it is only a tool to help her get closer to the universal truth.

The oldest, wisest, and most intellectual of gnomes spend much of their time focused on these questions: From where does truth stem? What is truth? How can we discern truth when we see it? Weighty philosophical tomes have been written on the topic, and most gnomes have at least some interest in them, though younger gnomes have less desire to contemplate the nature of truth than to pull pranks on those too caught up in their own version of reality.

Naturally, not every gnome feels the pull of truth-seeking as a life path. Many wander to find it, and many others are content with their home, family, and simple pleasures. These gnomes are the cornerstones of gnome society, the rock upon which the culture is built. While the rest concentrate on discovering the nature of reality, rebuilding society, artistic endeavors, or raising fortunes, the content gnomes who make up the majority of the middle classes keep society on an even keel.

Roleplaying Application: Though not every gnome is consumed with the search for reality and truth in a world filled with illusions, most gnomes feel the resulting creative drive to one extent or another. If you're playing a gnome, consider choosing an ideal for your character to focus on, such as beauty, truth, reality, pragmatism, irony, good, or evil (to name a few), and look for applications of it in the characters and events around her. Keep a list of what strikes your character as the perfect embodiment of that concept, and be willing to have your character converse with other characters or NPCs on the subject. You character should be open to and excited about the idea of new places, people, or experiences. Every new experience might take her one step closer to the truth she seeks.

ILLUSION AND TRUTH

For all that gnome philosophers focus on the search for truth and a method of defining reality, one aspect that often escapes them is that gnomes *are* creatures of illusion. They claim their birthright honestly, with minor magical effects at their fingertips even in childhood. They are comfortable in a world highly decorated with magic and imagination, and they tend to enjoy using these abilities to enhance their lives. Everyone can do it, everyone does do it, and over time, it has become yet another method of gaining status within an insular society.

In smaller communities, this use of illusion is often restricted to fanciful decorations for festivities or camouflaging homes to ensure that outsiders don't interrupt the residents' lives too often. In larger cities, where the merchant lords hold sway and commerce is considered an art in itself, illusion is a pleasant diversion from business and a chance to show off a creative, artistic side that a gnome might not get as much chance to express during the daily grind.

This dichotomy between the larger and smaller communities is yet another echo of the battle between the Twins (see the descriptions of Garl Glittergold and Gelf Darkhearth in the Religion section later in this chapter). When a gnome searches for a balance between her two warring natures—or abandons the struggle as fruitless—she often gravitates to one side or the other: illusion or truth.

The cities are considered the stronghold of illusion, while the rural life is vested in the "truth" of the natural world. Yet some argue the opposite—that the struggle for civilization is the true meaning of life and the rural idyll is an illusion. While great minds and rebellious hearts argue the finer points, most common gnomes devote themselves to following their hearts and simply ensuring that they will live to the next day as comfortably as possible.

Roleplaying Application: Make a list of the concepts and principles that are important to your gnome character, noting which she considers "true" and which "illusion." Does she pursue one or the other, or try to strike a balance between the two? Do pranks play a part in that balance, or in an attempt to teach that balance to others?

GNOME LIFE

While gnomes find it relatively easy to discuss complicated topics among themselves, it can be difficult to explain what it means to be a gnome to an outsider, few of whom have the patience, educational background, or point of reference from which to understand the explanation. Still, some aspects of life are universal to every culture. It is how those aspects are viewed and incorporated that defines an individual as much as anything else, so examining how gnomes deal with these things can give insight into the gnome mind-set.

ARTS AND CRAFTS

One of the most respected gnome texts, *The Beauty of Truth*, contains a quotation that is memorized by gnome apprentices in workshops everywhere: "Art is the language by which Truth speaks to us." If the search for truth is universal in gnome culture (or as close to universal as anything ever gets), then that sentence is as close to a distilled version of the gnome perspective on art as we can hope to see.

Pursuing an artistic vision—be it through music, drama, writing, dance, or visual arts—is considered the highest calling a gnome can follow. Almost every gnome (even one who is not an artist) has some creative endeavor that she tinkers with in her spare time; not having such a project is atypical. Nearly every gnome picks up some creative skill, even if it is nothing more than whittling.

An acceptable alternative, assuming one has neither time nor inclination for an artistic pursuit, is to sponsor someone else in the study of the arts. Nearly every school in the gnome lands is arts-based (such as the maesteries) or has a significant curriculum in the arts. Most gnomes can read music and play at least one instrument by the time they finish their early education, even if they never come back to the arts for the rest of their lives.

Art is considered an act of contemplation and reverie, an almost holy action. Although very few have any sort of dedication to Garl Glittergold (head of the gnome pantheon) in mind while performing their chosen craft, art is still revered as a devotion to truth. Invention is also considered an art form, held in equal respect with the forms more familiar to outsiders.

Roleplaying Application: Does your gnome character have an artistic pursuit, choose to sponsor someone else, or ignore that aspect of gnome society altogether? What art form does she prefer, if she pursues one at all? Who might she sponsor, either by purchasing works by that artist or contributing toward someone's studies at a maestery?

TECHNOLOGY AND MAGIC

Technology and magic are seen as different faces of art, leaving science as a nonexistent concept for most gnomes. Inventors are considered artisans, not scientists. Alchemists are highly revered for their vocation as well, though many of their inventions are too esoteric to ever catch on among mainstream gnome society.

Magic is also viewed as an art, but it is held as little more than a common pursuit. The gnomes' natural magical abilities have rendered the study of magic as something lesser in the opinion of the masses. Familiarity breeds contempt, they say, and that adage is rarely truer than in this case. Magic is tied heavily in the minds of most gnomes to Gelf Darkhearth (brother to their primary deity Garl Glittergold), who sought to drown the truth of the world behind a sea of illusion, so studying magic for its own sake is an unpopular choice.

Magic is considered best when attached to another occupation, such as bardic music or alchemical creations. An illusionist who has a practical use for her spells (such as costuming or interior design) is regarded in a far better light than an adventurer or (last of all) a wizard who specializes in magical research for its own sake. While all arts are supposed to lead to the truth of reality, most gnomes doubt that magic's ephemeral nature has much of substance to say.

Roleplaying Application: What is your gnome character's view of magic? If she is a practitioner, does she think that magic has been unfairly given a bad reputation, or does she strive to make her skills "honest" by finding applications for them? Is she an inventor? Does she think of her calling as artistic or practical? What revelations of "truth" has she experienced from her studies?

LOVE

Gnomes hold love as one of the universal mysteries—a source of inspiration and an intrinsic part of truth. The pursuit of love is a popular pastime, whether the goal is a lifelong relationship or a fleeting muse. The love between parents, friends, siblings, and romantic partners is highly valued and celebrated in story and song, making for a highly romanticized and liberal view of love. Love outside marriage is expected and tacitly encouraged, though it is considered irresponsible to deliberately pursue an action destined to cause pain to another.

Gnomes never arrange marriages, because they consider marriage a sacred bond that only Garl can set forth, giving one gnome to another for life. Of course, Garl is not called "the Prankster" for nothing; unsuccessful or unhappy marriages are viewed as just more pranks on his part, a topic that is often the theme of gnome comedies.

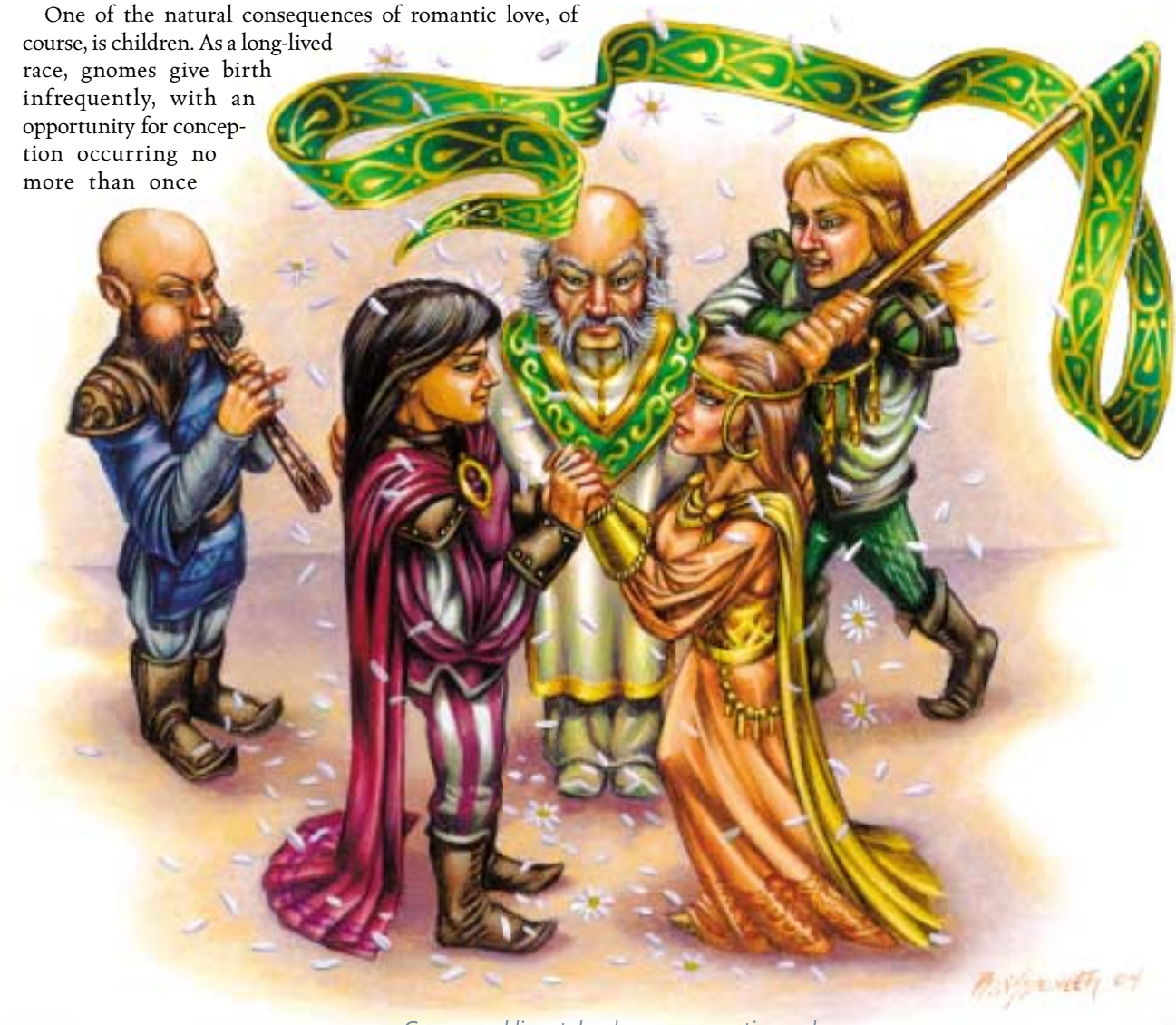
In an effort to avoid being victimized by the prank of a lifetime, gnomes tend to wait a long time before committing to marriage. Courtships lasting decades are not uncommon among these long-lived people. Another tactic sometimes seen is the use of matchmakers to arrange pairings (on the assumption that a professional matchmaker will "know" when two gnomes are right for each other), though the couples are under no obligation to do more than meet.

A gnome wedding is a joyous affair, a celebration that lasts for a week. Each morning during this time, a different part of the ceremony is held, dealing with a different aspect of a good spouse: healer, friend, lover, caretaker, beloved, partner, and opponent. Following each part of the ceremony is a day-long party and feast, with games, competitions, dancing, and other forms of entertainment. Plays and concerts are often part of the festivities as well. At the end of the celebration, the new couple typically moves in with one family or the other, though joining a workshop, setting out for a new home, or adventuring as a couple are all possible occurrences as well.

One of the natural consequences of romantic love, of course, is children. As a long-lived race, gnomes give birth infrequently, with an opportunity for conception occurring no more than once every five to ten years. Each child is highly valued and raised at home with his or her extended family for the first twenty years, after which time he or she is sent to a school to learn a craft, trade, or art. Many students are sent to other towns to study with their teachers, while a few (usually in the middle class) live at home and attend a day school nearby. Gnome children form far-reaching connections in this way, keeping the various communities close to one another despite the physical distance that separates them.

Once a gnome reaches adulthood and completes training, he or she usually decides either to return home and live with the family or to journey to a new place and pursue a vocation. Some gnomes adventure in the outside world, but few settle permanently in foreign lands.

Roleplaying Application: How does your gnome character view love? Does she have a romantic interest (or perhaps more than one) at home or abroad? Is she cavalier about love, or has she devoted herself to someone else and want to make a life with that person? Does she flirt, or is she determined to find her one true soulmate? Does she have children, or plan to have children in the future?



Gnome weddings take place over an entire week

Illus. by R. Spencer

GNOMES AT WAR

Gnomes, on the whole, disdain needless violence. This is not to say that gnomes are pacifists or unskilled warriors. Their fighting abilities can be quite formidable. It is rather to say that gnomes are a peaceful race, typically choosing to fight only when all avenues of diplomacy have been exhausted.

Gnomes rarely go to war, even when the cause seems just. They do not keep a standing army, or even more than a sparsely manned town militia in most cases, and the traditional gnome styles of fighting lend themselves best to guerrilla and one-on-one tactics. Merchant lords have guards to accompany caravans and watch over them while they travel, but even they don't field full armies. A central authority to call up such an army does not exist, nor does a large enough group of trained individuals to form such a central authority. Instead, gnomes often send specialists to serve with other troops as scouts or spellcasters, or to provide logistical support using inventions and alchemical items.

At its core, the belief system of gnome culture simply does not view war as anything other than a tremendous waste. Glory comes from achievements, not the senseless destruction that accompanies prolonged violence. Through time, most of the gnomes' allies have come to accept this view (if not understand it) and are grateful for the considerable support the gnomes can provide in a time of need.

Roleplaying Application: How does your gnome character feel about violence? Is she always ready for a brawl but refuses to shed blood? Does she fight dirty and end it fast? Does she look on personal violence in a dangerous world as separate from the large-scale bloodshed of war?

DEATH

When a gnome dies, her passing is viewed as both a natural occurrence and a great tragedy. Gnomes believe in an afterlife, but they also hold that one can live on past death through the memories of loved ones and the creations one leaves behind. Part of the essence of a person, once she dies, escapes the body to rejoin the living essence of the world. This portion—which interests the gnomes vastly more than that which passes on to Garl's realm on the Twin Paradises of Bytopia—retains nothing of that person's mind or spirit, existing again in mortal form only when a new gnome is born.

With that in mind, gnome funerals are somber affairs. Like weddings, they also last a number of days. Instead of celebrations, though, they are serious, gloomy events—demonstrating a sharp contrast to the typical cheerful behavior of gnomes. Each day, those who knew the deceased give speeches, offer musical tributes, and otherwise eulogize the dead individual. Her works and creations are all brought forth and put on display, showing the extent of her creativity and wisdom. For those gnomes who were not artists, loved ones give speeches showing the lost one generosity, respect, or good nature in life. On the last day of the ceremony, the deceased's body is cremated and the ashes sealed in a container. The jar is then either presented to the gnome's relatives or buried beyond the boundaries of the gnome settlement.

Bereaved gnomes may spend up to five years in mourning. Their relatives support them during this period if possible, allowing them to devote themselves to exploring the loss they feel, expressing it through art or traveling to heal. Black is the typical mourning color, and mourning gnomes wear it exclusively. When the mourning period is over, gnomes are encouraged to resume their old lives as much as possible, including taking up new romantic relationships should they present themselves. Bereaved individuals do not always lament their loss for the entire five years, and they might mourn publicly for only a few months. Taking longer than five years, however, is considered a sign of a serious imbalance, and at that point most friends and family will intervene to help the bereaved resume a normal life.

Roleplaying Application: What does your character think about the afterlife? How does this attitude affect her view of the normal world and her own actions? Does she seek to make her mark on the world? If so, in what way? Has anyone close to her died? If another PC dies, will she attempt to give the character a gnome-style funeral? Will she think less of the others for not taking longer to mourn, or will she move on quickly herself?

SOCIETY AND CULTURE

Most gnome settlements are little more than small towns or artist colonies, but many cities have large gnome communities. Each such community follows a social pattern similar to that of their rural kin, with one exception: Urban gnome communities are typically greatly influenced by the presence of one or more merchant lords. These urban communities serve as gathering places for the vast majority of the wealth of the gnome race. While much of that money stays in the coffers of the merchant lords, a considerable amount is spread throughout the members of the lower to keep the economy moving smoothly. A third division of funds is used in patronage, and thus makes its way out to workshops in rural towns, helping to support them. While all social classes are represented in the great cities, the majority of the gnome population there consists of merchant lords and the middle class.

Whether rural or urban, a gnome community lacks the sort of centralized government favored by many other races. Gnome society favors a council structure composed of influential and wise members of the community. If a council decides that it needs one gnome to make a final decision that impacts the community at large, that individual probably has a title no loftier than mayor (or something similar). If a settlement is attacked, this gnome would be responsible for organizing a defense. Likewise, if the council is deadlocked over an issue, the mayor might cast the tiebreaking vote. Mayors and other council members don't pursue politics as a vocation; they always also serve as craftsmen, merchants, maesters, or other contributing members of gnome society.

Roleplaying Application: Where does your character fall in gnome society? Is she the relative of a merchant lord, used to privilege and beauty? Is her eye always on the

bottom line when she decides to take a job or do a favor? Is she a member of the middle class, comfortable and content, eschewing change in return for security and currying favor with the merchant lords? Is she an artist at heart, questing for truth through artistic expression while she searches for a patron (or sells off her creations) to survive? Or is she a rebel at heart, someone who sees the whole mess as little more than a dog-and-pony show used to keep the masses quiet? Think about how important the big questions seem next to making a successful living.

MERCHANT LORDS

The merchant lords are the unofficial nobility of gnome society. They have no set role in running either society at large or the municipalities in which they live, but they are still undoubtedly at the top of the social ladder. Some merchant lords take an active part in their community's welfare as members of its council, but being a merchant lord does not mean a gnome must also be a political figure.

Merchant lords hold the vast majority of the wealth the gnome nation possesses, they have diplomatic and personal contacts with all manner of other cultures, kingdoms, and races, and they form the cornerstone of the economy. The merchant lords and their families are the hub around which every gnome city (and gnome society as well, albeit unconsciously) revolves. Their social events are the buzz of the city, and their personal lives are subject to all manner of gossip.

While the merchant lords themselves typically work at administering their financial empires, their relatives often do not, tending toward the boredom and pursuit of novelty that often comes with great wealth. For those so afflicted, the gnomes' racial gift for illusion is a godsend, and is incorporated into daily life to an extent unthinkable among other social classes. Gnomes in the family of a merchant lord are often trained in the use of magic and illusions from a young age. They take part in competitions to come up with the most inventive uses of their skills, including masked balls where illusions provide the costuming, illusion duels where each duelist tries to come up with a phantasmal creature or item that her opponent cannot beat, and even escapades where gnomes steal into the nearby cities of other races and use illusions to play pranks.

MIDDLE CLASS

The middle class is composed of both rural and urban gnomes; the urban middle class outnumbers those who live in smaller towns. In the cities, the middle class is composed primarily of those employed by the merchant lords, either directly or indirectly. Every urban middle-class gnome dwelling—typically a multifamily structure—also holds a business, complete with a small public area where goods or services are sold. Those with perishable goods often travel to an amphitheater and hall to form a sort of farmer's market every other day. Children of urban-dwelling gnomes attend gnome-only academies, often partially funded by one or more merchant lords. If the gnome population in a city is particularly small, gnome children are more likely to be integrated into the city's overall educational structure, attending classes alongside the children of the rest of the city's residents.

The rural middle class is made up largely of town and village officials, the farmers and shepherds who provide most of the food for gnome society at large, artisans of all sorts (many maesters practice their crafts in rural areas), and those few merchants who act on behalf of the workshops to sell the goods produced. The town and village officials provide most of the practical daily management needed to keep their communities running efficiently, as well as make sure children in rural areas are educated and cared for. A gnome merchant lord may take up residence in a rural gnome community, but such an acts is not common.

The members of the middle class are typically thought to be content with their situation in life. Although that characterization is not entirely incorrect, the truth is somewhat more complex. In the cities, many among the middle class desire the things the merchant lords have. Being in close contact with the extravagance of the upper class can breed dissatisfaction, causing some members of the middle class to adopt the ways of the merchant lords in an attempt to better themselves.

Many middle-class gnomes are pleased with their lives, however, and feel that they have achieved a fine balance between truth and the more illusory pleasures. Members of the rural middle classes are often content, rarely exhibiting the dissatisfaction their urban counterparts sometimes suffer. The youth of the middle class cannot typically afford extensive magical training, but dueling is still valued as a means of settling disputes and proving an individual's prowess. The weapons of choice are often daggers or rapiers, though other weapons have been used as well. Duels are almost never to the death, and are more exhibition than blood sport.

ARTISANS AND REBELS

While the merchant lords and the middle class that supports them form a group rightly seen as a pillar of gnome society, that pillar has a twin that is equally necessary for social stability. The second pillar is a group made up of both the artists and the rebels of society—those who chose to live outside the classic economic and class structure. Their pursuit of the arts allows the gnomes to reach for something greater than their mundane lives offer, and their criticism of both society as a whole and the dealings of the merchant lords in particular allows gnome culture to avoid stagnation and remain flexible.

Artisans

If the middle class is considered the body of the gnome race, the artisan class is its soul. Taking up the arts as a career is considered a noble calling, and one that is widely respected. Talent often runs in families, but not always, and being the first artist in a few generations is a great honor for both the individual and her family.

The artists are less radical than the rebels, the other faction within the second pillar. While they have little to do with the mercenary factors of economic reality and often disdain the need for money, they typically owe their livelihood to either contributions from the parents of their students, the

sale of their goods, or the patronage of a wealthy individual. While most artisans encourage a more enlightened view of the world and abandon materialistic ways, few have the audacity to bite the hand that provides their bread.

When a child is discovered to have artistic talent, the family takes her to a nearby maester for testing, to discover in which area her true talent lies. Once that is determined, the child takes on an apprenticeship with a maester who offers instruction in that area. Sometimes this instructor is simply the closest one, but maesters often live in rural areas. A child with a particularly promising talent, or one whose parents are wealthy, might be sent to study with a prestigious maester abroad. The merchant lords and maesters also sometimes offer fostering or patronage to sponsor children in their preferred art.

Once a child is successfully apprenticed, she spends at least a decade as an apprentice. An apprentice is expected to pass a number of competency tests, depending on her area of study. For musicians, these tests would include the memorization and performance of a standard, comprehensive catalog of music, as well as some original compositions. For painters, they would include paintings in various mediums and styles. For those focused on the written word, the tests would include composing competent works in a series of prose and poetical forms. Success in these exams allows the student to continue on to journeyman status, while failure means another year as an apprentice. Three failures result in a student's dismissal, requiring her to go home and find another career. Apprentices wear plain robes to indicate their status.

A journeyman assists his maester in whatever fashion the maester desires, whether by helping with research, teaching apprentices, copying the maester's designs, and so forth. Every journeyman is eventually given time to work on original projects, culminating in the journeyman's maester's thesis. Journeymen wear smocks, usually white, but with decorations on the left breast indicating their progress in their studies. Journeymen who succeed in their theses are considered lesser maesters, earning the use of that title among gnomes, and wearing close-fitting caps to show their status.

Lesser maesters are considered free to leave their former maester's workshop to embark on their own career, and most do exactly that. They often wander through strange lands and perform for other races, adventuring and learning new stories and/or songs to add to their repertoire. Some take up station with their

Illus. by J. Thomas

The search for truth through artistic expression is fraught with frustration

patron and work exclusively for that individual for a number of years. Some even leave and open their own workshops, becoming full-fledged maesters themselves.

Those lesser maesters who choose not to go out on their own often stay as subordinate instructors at the workshop in which they were trained. Oftentimes, these loyal artists inherit the workshop upon their maester's death, if they are willing to wait that long.

Rebels

The rebels are an odd social class, for they see themselves not as a part of the system, but the antithesis of it. Rebels come from all walks of life and all manner of backgrounds. Rich or poor, old or young, they have grown disillusioned with the social structure of the cities and towns, and they desire a new beginning. The greatest philosophers of gnome culture were rebels in their time, something the wisest gnomes have never forgotten.

Rebels provide a means for checks and balances within gnome culture, with a critical eye for all they see and a desire to tear down and rebuild the crumbling social structure before them. They are a thorn in the side of the merchant lords and the middle class, but their position in the society they denigrate is assured by long years of tradition. Regardless of their message, they are not persecuted. The rebels might be ignored more than they wish to be, but gnomes are a patient people who are well versed in the art of compromise. An inch today might well be a mile tomorrow. Rebels are usually willing to wait as long as needed to see their dreams become reality.

Those rebels who grow too disenchanted with gnome society often become adventurers. Many find that by broadening their experiences, they are able to look on the flaws of their race with new eyes, developing new solutions to the problems they see.

GNOMES AND OTHER RACES

Just as many gnomes seem born to create, so do others seem born to charm. Such charm as they possess is often put to use in the creative process, but more often, it is used to bridge the gap between the gnomes and the other races—and to acquire the raw materials the gnomes need for their creations at a reasonable price.

Gnomes live upon the fat of the land, as it were. They prefer rolling hills for their cities, often near water and forest. Their preference for homes puts them in close proximity to both halflings and the "tall races," as well as within easy distance of dwarf settlements for those cities that sit in the foothills of mountain chains. In a way, they are the bridge between the races of stone and the surface peoples, passing goods from one to another and profiting from the experience.

Dwarves: Gnomes regard dwarves as nearly their closest cousins. The two races have a history of amicable relations, though contact between a dwarf and a gnome is likely to

Gnomes are as serious about the defense of their homes as any dwarf

Illus. by F. Vohwinkel

make one or the other irritable over time. Gnomes often feel that dwarves have the solidity, the grounding in the great truth of the world, that they lack. They envy the dwarves their lifestyle, but favor change too much to chain themselves to a similar path.

Elves: The elves and gnomes have much in common, given their magical prowess, but this rarely leads to more than a sort of professional respect. Many gnomes of a philosophical bent feel that the elves are too caught up in their magical talent, and should instead shun their illusory existence and look for truth. Most gnomes feel that the elves are good allies, however, and enjoy trading goods with them when the opportunity presents itself.

Goliaths: Goliaths are held in nearly the same regard as dwarves. Their simplicity and wisdom appeal to the gnomes, though few attempt any overt philosophical conversation with goliaths due to the cultural gap between the races. Goliath furs, meats, and leathers are highly valued among the gnomes, who are always happy to meet with goliaths, study their ways a bit further, and trade in exchange for the metal goods and jewelry the goliaths want.

Half-Elves: The gnomes are most sympathetic to the half-elves, of all the tall races. The idea of being a bridge between two very different worlds resonates with introspective gnomes, who feel that half-elves are kindred spirits. For others, half-elves are simply interesting because they are widely traveled, often able to form a detached opinion about both their human and elf counterparts. Given the premium that gnome culture places on experience and observation, it is not surprising that gnomes generally hold half-elves in high regard.

Halflings: Many gnomes find halflings to be the most frustrating ally they have. On one hand, gnomes respect halflings for their practicality and ability to adapt. On the other hand, they consider halflings to be flighty and undisciplined, content with an unexamined existence and doomed to live off the good will of others. In many ways, halflings are the manifestation of the "Jack the Giant-Killer" side of a gnome's personality (see History and Folklore later in this chapter), and it both attracts and irritates them to see it personified in the halfling race.

Half-Orcs: Half-orcs are seen as similar to half-elves in many regards, resulting in an unusually warm reception in many gnome communities. Whereas many people look at a half-orc and see either an orc or a human, gnomes tend to see the individual instead, and they feel sympathy for someone in the state of being a bridge between two worlds, fitting in neither. While some gnomes are so sympathetic in this regard that the orc side of a half-orc's nature might see it as condescending, most half-orcs are neutral or friendly toward gnomes.

Humans: To gnomes, humans represent a constant yearning for change and growth, not often present in the longer-lived races. They share the gnomes' inventive spirit in many ways, and strive to improve both themselves and others. The problem with this (and the reason human–gnome relations are not generally closer than they are) is that the short life span of humans makes them disorganized and unpredictable to the gnome mind. They continually cover old ground in their studies, toiling to reinvent the wheel in many ways. Also, their efforts at self-improvement both amuse and frustrate gnomes—their willingness is commendable, but their short life spans often make humans shortsighted in their implementations, to a gnome's way of thinking.

Roleplaying Application: These generalizations represent how an average member of gnome society is likely to view someone from a given race. Given that there are no average members of society, however, it's up to you to decide how well these comments fit your character's impressions of these races. Does your character adhere to these stereotypes? If not, how does she feel about these races? Did something happen in her past that changed her view of a given race from what is typically the norm?

RELIGION

The primary deity of gnome religion is Garl Glittergold, the Prankster. He is considered the creator of all gnomes, as well as their patron and protector. Opposing him is his brother Gelf, as dark as Garl is light. Together they represent the duality of gnome life and form the core of the gnome pantheon. Although few gnomes worship Gelf specifically, nearly all view him as a necessary part of the world rather than just some evil antithesis of Garl Glittergold.

Religion holds an odd place in gnome life. While most races are deeply devoted to their deities, having daily proof of their existence through the miracles performed by the priests, the gnomes remain strangely apathetic, if not skeptical, about their patron deity. Indeed, some factions among the gnomes insist that Garl Glittergold is a figurative expression of the gnome mind and soul rather than a mystical, otherworldly being responsible for the creation of existence.

If questioned, however, most gnomes profess belief in Garl—or at least what he represents to them. However, their unceasing examination of the nature of divinity, reality, and thought make many gnomes unwilling to fully commit, leading them to posture and give disclaimers about Garl's nature. Some do believe wholeheartedly, but the rebels and merchant lords are the least likely to espouse any sort of strong belief, followed closely by inventor and wordsmith artisans.

Every moderate-sized town has at least one chapel to Garl with a small shrine. Only cities have full temples, however, and the clergy is much smaller in number than most other religious organizations boast. Regular religious services are rare, usually occurring only on high festival days, at weddings, and at funerals. Clerics are still an important part of daily life for most gnomes, however, acting as councilors, mediators, and judges in noncriminal matters.

Roleplaying Application: Does your gnome character believe in deities as physical creatures, or see them as a powerful, existential extension (or allegorical representation) of the gnome mind? How does she view religious belief in others? Does she have respect for those who devote themselves to the deities, or does she find herself in awe at the gullibility of others and attempt to educate them?

GARL GLITTERGOLD

Greater Deity (Neutral Good)

Garl Glittergold is also described on page 107 of the *Player's Handbook*.

Portfolio: Gnomes, humor, wit, illusion, gemcutting, jewelrymaking.

Domains: Good, Protection, Trickery.

Cleric Training: Most of Garl Glittergold's rituals involve the whole community, so his clerics have plenty of opportunities to recruit those who show a particular combination of duty to community and mischievous humor. An older cleric typically teaches three or four students by example, explaining Garl Glittergold's ways as she attends to the needs of the gnomes in her care.

Quests: Followers of Garl Glittergold find themselves guarding the welfare of gnome communities, delving deep for gems, and fighting the gnome race's goblinoid enemies. Typical quests include battling a tribe of kobold raiders, pulling a good-natured prank on an arrogant human king, or seeking the long-lost Ebondark Gem Mine on the Elemental Plane of Earth.

Prayers: Many of Garl Glittergold's prayers are performed in call-and-response style, with the leader posing a riddle and everyone answering in unison. "Glittergold asks: 'What's our joy?'/'To delve for treasures and guard our hearth.' "

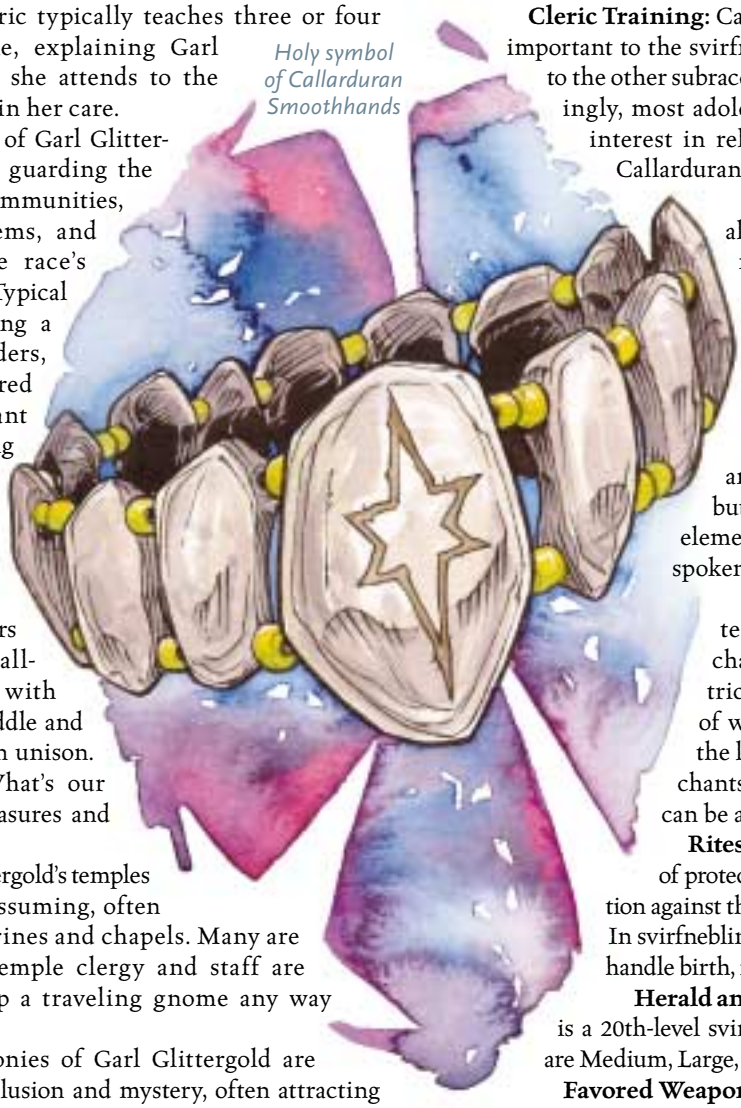
Temples: Garl Glittergold's temples take the form of unassuming, often magically hidden shrines and chapels. Many are underground. The temple clergy and staff are usually eager to help a traveling gnome any way they can.

Rites: The ceremonies of Garl Glittergold are flashy affairs full of illusion and mystery, often attracting curious gnomes from miles around. Most rites extol the gnome virtues of cleverness and craftsmanship—blessing a masterwork item, a new gem mine, or the top students in a school are common activities.

Herald and Allies: The herald of Garl Glittergold is a 20th-level celestial gnome bard. Allies are bralani eladrins, leonal guardinals, and elder xorns. (See the Deity Description Format sidebar in Chapter 1 for further information about heralds and allies.)

Favored Weapon: Battleaxe.

Holy symbol of Callarduran Smoothhands



CALLARDURAN SMOOTHHANDS

Intermediate Deity (Neutral)

The patron deity of the svirfneblin (described on page 131–132 of the *Monster Manual*), Callarduran teaches his followers that the best way to be safe is to dig deep into the earth and tell no one what you've found. Because larger communities of drow, mind flayers, and goblinoids often threaten svirfneblin communities, such secrecy is an effective survival strategy.

Portfolio: Svirfneblin, secrecy.

Domains: Earth, Good, Healing, Protection.

Cleric Training: Callarduran Smoothhands is as important to the svirfneblins as Garl Glittergold is to the other subraces of the gnome race. Accordingly, most adolescent svirfneblins with an interest in religious matters wind up in Callarduran's priesthood.

Quests: Callarduran's quests almost always involve an element of subterfuge. He often sends adventurers in magical disguise to infiltrate societies inimical to the svirfneblin, such as drow cities or mind flayer temples.

Prayers: Callarduran has an extensive liturgy of prayers, but they all share one common element: They're whispered, not spoken aloud.

Temples: Callarduran's temples often feature echo chambers and other acoustical tricks that magnify the sound of whispered prayers to him. In the larger temples, the whispered chants of an entire congregation can be as deafening as a shout.

Rites: Callarduran has a number of protective rites that promise protection against the svirfneblin's many enemies. In svirfneblin communities, his clerics also handle birth, marriage, and funeral rites.

Herald and Allies: Callarduran's herald is a 20th-level svirfneblin illusionist. His allies are Medium, Large, and Huge earth elementals.

Favored Weapon: Battleaxe.

GELF DARKHEARTH

Intermediate Deity (Chaotic Neutral)

Gelf is Garl Glittergold's brother, and rarely have two brothers been more bitter rivals. Gelf, depicted as a gray-skinned dwarf with a black beard, takes obsessive delight in opposing everything his brother attempts. This compulsion puts Gelf in the tragic position of tearing down the gnome society he loves, just to thwart Garl Glittergold. Gelf isn't evil, but he feels compelled to destroy everything Garl holds

Illus. by D. Crabapple

dear. Gelf is an angry, sorrowful deity, and he attracts followers of similar temperament.

Portfolio: Entropy, revenge.

Domains: Chaos, Destruction, War.

Cleric Training: Would-be clerics of Gelf are individually recruited by senior clerics who sense kindred spirits. Those who follow Gelf are rebels so committed to their cause that they would do anything to defeat the authorities they despise.

Quests: If someone has hatched a plot against one of Garl Glittergold's temples—or against a thriving gnome community—Gelf Darkhearth is probably behind it. He takes particular glee in using Garl's faithful against him, duping adventurers into doing his bidding.

Prayers: Gelf's prayers are often wordless ululations—long strings of vowel sounds. To nonbelievers, they sound like gibberish, but the exact order of sounds has meaning to the faithful.

Temples: Gelf's temples aren't hidden, but they are out of the way and placed so that Gelf's worshipers aren't seen coming and going. Most gnomes know where to find a temple to Gelf (assuming one is nearby), but few can think of a reason to go there.

Rites: Many of Gelf's rites seek to bestow a curse or ill will on a nonbeliever. Few are known outside the fairly insular circle of Gelf's worshipers—with one exception: Almost every gnome warrior knows the Rite of the Adroit, a brief group ceremony that steels the minds of gnomes to the chaos of war.

Herald and Allies: The herald of Gelf is a 20th-level fiendish gnome rogue. His allies are succubus demons, green slaadi, and death slaadi.

Favored Weapon: Warhammer.

Holy symbol of Gelf Darkhearth

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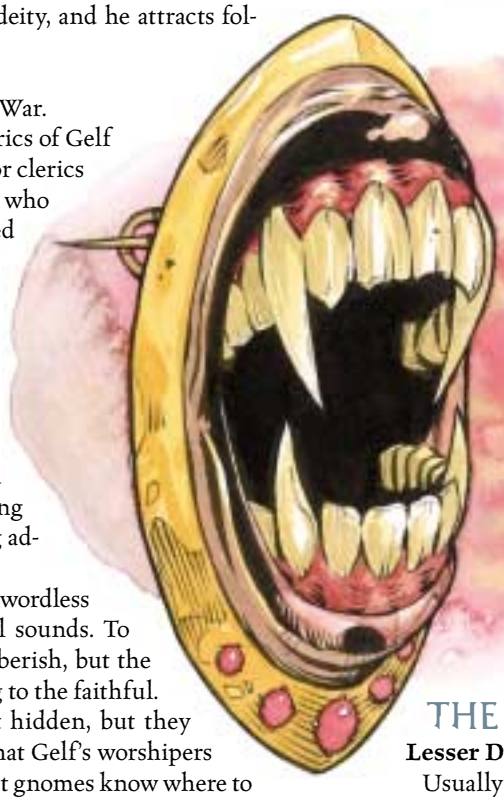


Holy symbol of The Glutton

THE GLUTTON

Lesser Deity (Chaotic Evil)

Usually depicted as a massive, ravenous badger or wolverine, The Glutton figures prominently in the bedtime stories gnomes tell naughty children—"Go to sleep or The Glutton will get you!" The Glutton is blamed whenever a burrow collapses or another misfortune befalls the gnomes. It is said that The Glutton was once a gnome who was cursed with a hideous form and a desire to consume the gnomes and all they hold dear.

Portfolio: Disaster, greed.

Domains: Chaos, Destruction, Evil, Strength.

Cleric Training: The Glutton's few clerics are all secretive cult leaders, for no gnomes would willingly allow worshipers of The Glutton into their burrows. They recruit new clerics from among the mad and the hopeless.

Quests: The Glutton's goals are straightforward enough that he doesn't send followers on quests. But the cults that act in his name might send adventurers on quests to acquire more evil power.

Prayers: Cultists of The Glutton take his name literally when they pray, stuffing themselves with food as they make profane utterances to their evil deity.

Temples: The Glutton has no temples. His cultists meet wherever they can find a measure of secrecy.

Rites: Rites require a level of organization that The Glutton is uninterested in. If his cultists want a ceremony to perform, they have to create it themselves.

Herald and Allies: The herald of The Glutton is a balor with 20 Hit Dice. Allies are howlers, greater barghests, and nalfeshnee demons.

Favored Weapon: Heavy mace.

Holy symbol of Rill Cleverthrush

RILL CLEVERTHRUSH

Lesser Deity (Lawful Neutral)

Rill is the epitome of the absent-minded gnome artisan, always busy in his workshop polishing a newly cut gem or putting the finishing touches on a "living statue" to be given to a worthy mortal. Appearing as an elderly, bespectacled gnome, Rill is always shown holding *Rill's Ruby*, a gem that has a facet for each living gnome.

Portfolio: Invention, creation, sky.

Domains: Air, Knowledge, Magic, Travel.

Cleric Training: "One part praying, two parts thinking," says Rill. That's a mandate his clerics have taken to heart, training their charges in a variety of Knowledge, Profession, and Craft skills.

Quests: If it's a rare gem, Rill wants it, and he'll order his clerics to procure it. Rill is also fascinated with the strange devices of bygone ages, and he sends adventurers across the world to find the missing parts of ancient clockwork machines.

Prayers: Much of the wisdom of Rill is contained in a sacred book titled *Rill's Instructions to the Faithful*. Many of his beliefs are worded as natural laws or step-by-step instructions. A cleric might say, "The fourth law of Rill is that gnomes make decisions with harmonious minds."

Temples: Rill rarely has temples to call his own, but many a gnome workshop has a small shrine to Rill in the corner.

Rites: Rill has few organized rites, but sometimes his followers gather to bless a newly cut gem of prodigious size or a newly made invention or magic item.

Herald and Allies: The herald of Rill is an intelligent greater stone golem with 42 Hit Dice. His allies are formian taskmasters, formian myrmarchs, and Huge air elementals.

Favored Weapon: Longsword.

SHEYANNA FLAXENSTRAND

Intermediate Deity (Chaotic Good)

It is said that Sheyanna is the source of the rivalry between Garl and Gelf, for both woo her in many gnome legends. Sheyanna doesn't commit to either brother, however, choosing instead to encourage matchmaking and passionate affairs among the mortal gnomes in her care. Thus a romantic triangle is formed—a triangle that has launched a thousand folk tales. Sheyanna is said to be the ideal of gnome beauty, a delicate blonde princess with a smile that melts even Gelf's icy heart. Sheyanna is often depicted with *Hearthlight*, a golden torch that can spew a fountain of flame wherever she aims it.

Portfolio: Love, beauty, passion.

Domains: Chaos, Fire, Good, Healing.

Cleric Training: Gnomes joke that clerics of Sheyanna are trained extensively in the amorous arts—and thus they make great spouses. While that isn't quite true, her clergy does indeed recruit the most attractive gnomes in a given community.

Quests: Sheyanna's quests are often to reunite lovers separated by the tides of fortune. Characters might have to rescue an imprisoned gnome wife, guard a bridegroom on his journey to the wedding, or act as an emissary between two noble gnomes during a marital dispute.

Prayers: Many of Sheyanna's prayers are sung as ballads that "court" Sheyanna, praising her beauty and other romantic qualities, and then asking for a reciprocal token of her esteem.

Temples: Sheyanna's temples are often small additions built onto Garl Glittergold's temples. Many a nervous bride awaits her wedding ceremony in a cloistered

Holy symbol of Sheyanna Flaxenstrand

Illus. by D. Crabapple

chamber within Sheyanna's temple and then walks to Garl's temple for the actual ceremony.

Rites: The marriage rite is central to Sheyanna's faith. She also blesses healthy babies and has a number of fertility rites.

Herald and Allies: The herald of Sheyanna is a 20th-level ghaele eladrin cleric. Her allies are bralani eladrins, ghaele eladrins, and Huge fire elementals.

Favored Weapon: Heavy flail.

HISTORY AND FOLKLORE

The gnomes have a parable about history that is often repeated among their wise men (especially when outsiders ask about the age of their cities or customs): "If a pebble drops into a bucket of water, a splash marks its entry, making ripples that extend in all directions. The pebble itself is gone, but the waves created by its passing remain. Once the ripples are gone, though, what evidence is there that the pebble ever came?" The expected answer is "None but the pebble itself, invisible and forgotten in the dark water."

Aside from the enjoyable (for a gnome) experience of confusing the questioner, the parable sums up the gnome view of history. Just because something is no longer remembered does not mean it never existed. The notion of historical record and preserving memories for posterity is an amusing concept for gnome scholars and inventors, for they are taught from a young age that nothing is permanent but the passing of time—and some gnome mages are working on that one.

Gnomes are studious record-keepers, but they keep written records as a reference when needed rather than from a desire to preserve their deeds for glory in posterity. Instead of looking back, they focus on the present with an eye to the future. Gnomes plan rather than record, experience rather than remember. As such, their racial history is considered a matter beyond their ken and experience—worthwhile, but hardly something that can be known in any meaningful way. While their recorded history goes back to ancient times, few gnomes doubt that it extends far beyond what anyone deigned to write down. No gnome is surprised when gnome artifacts are discovered; instead, they are surprised that anyone would need to know exactly how old they are in the first place.

MYTHIC ORIGINS

The gnomes are unusual in that they have almost no creation myths relating to their emergence as a race, which is consistent with their view of existence as an infinite thing with no beginning and no end. Queries on the matter to Garl have been inconclusive, though the Prankster is hardly known for his straightforward answers in any case.

The closest thing the gnomes have to a creation myth can be seen in the following story of the beginning of Garl's battle with his dark twin, Gelf. This is an unusual legend concerning Garl, since most of the others portray him as a lighthearted, mischievous prankster.

The War of the Twins

The shining deity, Garl Glittergold, had just sat down to eat his breakfast one pure, perfect morning. The song of the wind among the leaves of the trees was sweet to his ears, and the golden nectar upon which he supped caught the light perfectly, each golden drop a perfect culmination of all that will be or ever was. The morning was all it should be and nothing it shouldn't, and Garl felt a deep sense of peace. Although each morning for him, each moment, was perfect in his sight, the mornings were all unique, each one never to be replicated.

As he sat, contemplating the perfection of the honeyed nectar on his tongue, he heard a noise—an odd, dissonant sound that ruined the music of the wind and made the taste of the nectar turn bitter. It was an angry, buzzing, whining sound—the sound of someone in conflict with all existence.

Garl rose and went to see what the source of the sound was, to discover what new thing had come into being that could sunder the world from its perfection. He walked for days, but in only a few steps. He walked for miles in an instant. At last he came to the source of the terrible sound.

Befoee him stood a dark figure with black hair, gray skin, shining eyes, and a grim, unsmiling mouth. The figure was the same height as Garl, the same shape, and even wore the same clothing; everything else about it, though, was Garl's opposite in every way. There was nothing that could be compared between the two, and yet everything was the same. The figure was his dark twin, Gelf. Garl knew his twin upon sight, even though they had never before met. His knowledge of Gelf was perfect, as was Gelf's of him. They were shadows of one another, opposite points on the same sphere.

In his hands, Gelf held the source of the sound. It was a strange item, not wholly one thing or another. It was part sword, part wand, part scepter, part staff, and part lyre—all of it shifting from one form to the next so that any one part of it could be anything at any time. It hurt the eyes to look upon, and yet for all its dizzying changes, it remained steady in Gelf's hands.

Gelf looked at Garl, smiled, and waved the thing through the air. The sound increased, and apparitions of beauty fell from it like rain, obscuring the true perfection of the world beyond them. Anger and sorrow rose in Garl's heart.

"Gelf," he said, "why do you carry such a thing? Put it aside, and come join me in the wholeness of the morning. Do not spoil it by dancing with shadows."

"What are shadows to you, dear brother, are perfection to me. I cannot abide the dreary world you cling to so desperately, and thus I will build one more to my liking." Gelf sneered, and cities of smoke and light rose up behind him, blocking the wind and putting an end to the music of the leaves.

Garl knew then that things could never be peaceful between him and his brother. The truth of one brother was anathema to the other, and so it would ever be. With a heavy heart he took up his axe, Goldthane, and raised it to point at his twin.

"We can never live as one, my brother, and so war it must be. Our ways are too different to be reconciled."

Gelf nodded, raising his weapon as well. "And I will not allow you to put an end to my quest for change. Raise axes, then, and call me brother no longer."

The two ran at one another, and the great battle was joined. They fought forever and for no time at all, with shadows dying and being born with each movement the pair made. Their battle was a dance of pure truth, deadly as it was, and this truth filled the universe with power and meaning, though the record of it is lost. It continues even today, although there are pauses between blows for life to continue. Their bodies turn as the world stands between them, and thus we, in the center of the battle, see the night and the day and are torn between the two.

Adventure Hook: Although the preceding story is as much an allegory of gnome nature as it is a story of how night and day came to be, DMs looking to take their campaigns in a mythic direction could easily assume the battle is raging at any given time, and that the characters are either attempting to put a stop to it or trying to make sure it continues so that the balance of life is not disrupted. The battle between Garl and Gelf is ongoing, but could conceivably be stopped if a way were found to negotiate between the two.

Roleplaying Application: As the player of a gnome character, you can use the themes of contentment versus change as a means of expressing your character's personality. Is your character more like Garl or Gelf? Does she believe a balance between the two states is possible, or even desirable? What sort of change does she seek? With what is she content?

LEGENDS

Gnome legends are renowned for their humor and wit. Whereas other cultures focus on tales of strength or tragedy in their favorite legends, gnome heroes typically win by wits or strategy. The exception to this would be the series of "Giant-Killer" stories, but even most of these treat cleverness as equal in importance to martial prowess. Very few gnome legends have a sad ending, and even fewer involve the death of a hero. Many gnome legends feature an object or artifact as the center of the story instead of a person.

Gnome legends are often used as a means of subtly teaching a lesson or provoking thought on a certain topic. They are told and retold in gnome plays, stories, and songs; the most well known have dozens of versions, if not hundreds.

Jack the Giant-Killer

Jakobean Tillsplitter Philonius Cashion Fireheart Musskit, often called Jack, was a gnome of some renown in his local town. He had a ready wit, a twinkling eye, a springing step, and hair like pale red fire. He could make a stone laugh and a sunbeam cry. He could pluck a coin right out of your pocket with seemingly nothing more than a grin, and send you off with a song in your heart for the favor.

Jack's one flaw was his laziness, and this was a terrible trait indeed for a gnome. Although he had been successful at everything he'd tried, he had tried very few things. He simply flitted from task to task, never settling down to do any one thing. His parents called him Lazybones, and his clan leader called him Ficklefinger, but Jack just laughed at them all and did what he pleased.

Finally, after Jack had spent the day dawdling with a comely female gnome shepherd instead of delivering a message, his village leader threw a fit. "Jack!" he said. "You cannot stay here if you aren't willing to work. Go out into the wide world beyond for a time, and see if it is any more to your liking!" Jack just nodded, smiled, hugged his parents, kissed a maid or three, and headed out into the wide world to see if he liked it any better after all.

Jack wandered for some time, carrying a pack on his back, armed with a sharp, sharp knife, and whistling as he walked. He wandered here and there, but found nothing much that was more to his liking than his home. He felt sad about this, but resolved to wander further. His sack of provisions grew slim, however, and Jack was far too lazy to work for long enough to refill it. He began to be concerned, wondering if he would be forced to return home a beggar.

Just then, Jack came to the top of a hill. The sun was setting and clothing the land in darkness, and he had no place to sleep. Lights flickered below him, however, and he could see a large castle, all lit and merry. He decided that it was the place for him, and went to the door.

As he looked in the doorway, he saw that the castle belonged to a giant—a nasty, smelly, brute with arms like tree trunks and breath that smelled like a dead skunk. Inside, the giant sat at a table, sharpening a long knife and singing to himself, "A magic song to bake my bread, to split elf bones and roll dwarf heads, with human cries and gnomeskin clothes, and orc blood squishing 'tween my toes."

"So, this is how you think of it, do you?" Jack thought to himself. "Well, we shall see." Jack then tiptoed away from the house and made a plan. Later, armed with only his wits and his sharp, sharp knife, Jack walked up to the door and knocked three times with his walking stick.

The giant opened the door and grinned—a horrible, evil, gaping grin, with dark holes where teeth were missing.

"I need shelter for the night. May I stay here?" Jack smiled, his face the image of innocence.

The giant grinned in return. "Of course! Come right in." He showed Jack to a small, dark room containing a bed and piles of firewood stacked against the wall. "Once you've stayed the night under my roof, you'll never want for a bed again." The giant chuckled, amused by his own joke. Jack laughed right along as well, pretending not to know what the giant meant. "Good night, little gnome." The giant closed the door and left.

Jack surveyed the room. The floor was dark and stained in places, as were the bedclothes. Though Jack couldn't tell what the stains were, he had a suspicion they were more than just paint. He looked around the room for a likely piece of firewood almost his size, then laid it in the bed in his place.

With a twist of Jack's hand and a wrinkle of his nose, he laid a glamour on that wood. Suddenly, it looked just like

Jack, sleeping as sound as could be. The real Jack climbed up to the top of a pile of firewood behind the door, pulled out his sharp, sharp knife, and waited there for the giant to come.

Sure enough, only a few hours had passed when the door slowly opened. A thin line of moonlight poured through the crack, widening as the giant eased the door open. When the door was open far enough, the giant crept in, carrying with him a club as big as a tree. He closed the door behind him and crept over to the bed. Without warning, he raised the club and smashed it down on the piece of firewood again and again and again.

Jack saw his chance and leapt from the woodpile, landing square on the giant's back. The giant was so confused that he stopped raining blows upon the bed, but he didn't have time to try to swat Jack off. In a trice, Jack grabbed the giant by the hair and whisked his sharp, sharp knife back and forth—snicker-snack!—and the giant fell dead, his throat cut from ear to ear.

Jack leapt off the giant then and walked through the castle. In a high tower room he found a princess, whom he freed by cutting the lock on her chains with his sharp, sharp knife. She was ever so happy to be free again, and she kissed Jack on the cheek for thanks. She filled his sack with provisions, gave him another sack full of gold, and asked him to stay and fight off any other giants that might come along, but Jack refused. For all that it was a fine castle, Jack liked it no better than his own home, and the princess no better than the gnome maid whom he'd last kissed.

The princess sighed and bade him farewell and called him Jack the Giant-Killer, a title that amused him greatly. When he returned home, his family and village leader were amazed to see him. He showed them his sharp, sharp knife, and his bag of gold, and told them he was home to stay. When they asked him whether he'd learned anything, he said, "You need not do everything, so long as you are good at everything you do. I have found the thing that suits me best, and Jack the Giant-Killer is my name." And his sharp, sharp knife, which went on to kill many giants, was kept even after his death and used by centuries of giant-killers after him.

Adventure Hook: Jack the Giant-Killer's sharp, sharp knife is especially suitable as an inherited magic item for a character or as the focus of a quest for an entire party. The first giant whom Jack slew had many other treasures in his castle, but no one except Jack knows where the castle lies. The characters might have to inquire of Jack's spirit (whether through *speak with dead* or divination magic) as to the location of the castle, and then travel there and deal with its new occupants.

Roleplaying Application: Almost any gnome that is charming but lazy is called a "giant-killer," though some do take up giant-killing as a profession and spend time doing just that. The former are often fondly ridiculed, but the latter are sung about as heroes, and lack for nothing during their lives. Many young gnomes decide early on to be giant-killers, but few pursue the vocation through to adulthood.

LANGUAGE

Built using an adapted version of the Dwarven alphabet, Gnome is structurally a very simple language, with fluid tones and a great range of consonantal use. Still, it is rare to find it in everyday use outside the gnome people, since it has an expansive and specialized vocabulary that is daunting to anyone not raised in the language. The gnomes believe in very fine degrees of distinction, and thus their language aids them in expressing this attention to detail. An idea such as "love" might be represented by seven or eight words that each refer to a specific kind of love. The same applies to "water," "green," "wind," or nearly any force or idea the gnomes have encountered that has more than one specific occurrence or application.

Gnome's extensive vocabulary makes it difficult to learn, but also means that the language is ideal for academic pursuits. It is comprehensive enough to use for discussions on anything from gear sizes to daily shopping lists, and from dream analysis to philosophical debates. The Gnome language can accommodate mathematics, scientific or alchemical dialogues, magical theory, and nearly every other subject one can name. Because of this versatility, it has seen widespread adoption in academic circles throughout the world (and beyond). Treatises, plays, diplomatic documents, magical tomes, and untold academic works have been either written in Gnome or translated into Gnome afterward. Many sages consider it "the scholar's language," something the gnomes feel rather pleased about.

Gnome literature is considerable, covering most of the arts and sciences practiced in the known world. Any major library has at least a few such works in any given area of specialization, while a truly significant collection might hold fifty, one hundred, or even more.

GNOME PHRASEBOOK

Gnomes in burrows everywhere know the following phrases. Depending on your style of play, you can use the actual Gnome words or the English translations provided.

Ni te pharkalu, quo lun verra lu. A word-for-word translation of this phrase is "If you see it, it's not the right 'it.' " Gnomes often use this phrase to remind themselves that good things are often hidden, and that first appearances can be deceiving. A suspicious gnome often assumes that a first impression has been deliberately concocted.

Melchaen baruk bar kolen. This old hunters' adage literally translates as "Lure the badger from her burrow." Gnomes use this to broadly describe the advantage gained when you take a foe out of her comfort zone.

Vel Karsh! Literally, this phrase means "Ruin them!" It is a common gnome battle cry.

Ti feeralu! "I tricked you!" One of the most common Gnome exclamations, you'll hear cries of *ti feeralu* everywhere from a gnome magic show to a card game to a deadly duel.

Shael vuk. "Empty box." A long line of gnome riddles involves what might be in an imaginary box. Inevitably,

the last riddle in the sequence is one about an empty box. It's frustrating to guess and guess what might be in a box, only to learn that it's empty. Accordingly, "empty box" has become a gnome insult. Someone who is frustrating, wastes others' time, or doesn't have anything of value is referred to as *shael vuk*.

GNOME NAMES

Gnomes believe in the power of names. A name should speak directly to some aspect of the individual or object that bears it. Upon hearing someone's full name, the listener should have a very good idea of who that person is and what she has accomplished. Similarly, an object's name should describe the thing minutely, so that there can be no question as to its function or position, nor can it be easily confused with something else.

An individual gnome has many names. His mother gives him one, his father gives him another. When he is placed in a school of maestery, he receives yet another name. A fourth name is given upon adulthood, and in between (or afterward) each gnome chooses a name for himself as well. The family name always comes last in the sequence, but any number of nicknames, personal names, or honorary names might precede it. Truly prestigious gnomes might have more than twenty names, each one directly related to that person and her deeds. Still, even gnomes dislike calling someone by all their names in informal conversations, so each individual usually has one name by which he is commonly known, or a short name that his friends or relations use in private.

A traditional gnome name consists of one or more name fragments, from Table 2–2: Gnome Name Fragments, and possibly one or more nicknames, from Table 2–3: Gnome Nicknames. Definitions have been included in Table 2–2, to help determine what a name means once it has been generated. When combining two name fragments, an *a* or *e* is frequently added between them. Female names usually end in *-a* or *-ae*, which is added to the last name fragment. Most item and place names are also feminine in form. A name formed from a single fragment often has *-l* or *-el* added to the end for males, and *-al*, *-a*, or *-anna* for females.

You can randomly generate a gnome name by rolling on Table 2–1: Gnome Naming, which will indicate which other table(s) to use and how many times you should roll. If you prefer, it is also possible to pick a set of definitions you like and assemble a name that matches them. If you want your character's name to reflect that he is a bold illusionist, you might decide his name means "Heroic Illusionist." This can result in the name "Arumawann," "Wannarum," "Wannearum," or "Arumewann." If your character is a female gnome, you might use "Wannearuma."

If you don't like a particular combination, try some other name fragment for part of the name, or add an *i*, *k*, *r*, *s*, or *v*. Although not every combination of name fragments will sound right, usually only a minor change is called for. If you can't make a particular name work, try one with a similar meaning. If you didn't like "Wannearuma," try a name that means "Powerful Master" instead.

If you have randomly generated a name and don't like its definition, try altering the order of the words in each part of the definition. It is also possible to use the definition as just a starting place for a name's meaning. Often the definitions can be combined in a poetic way for better results. In the case of a name with three or more syllables, try dropping one or more of the definitions.

Thus, "Pallabar" could mean "The Hidden Softness," "Cloak of Disguise," "Supple Falsehood," or just "Cloth Shadow." Don't worry about two names sharing the same meaning or having two definitions for one name. Gnome has many different dialects, and name definitions vary from village to village.

Table 2–1: Gnome Naming

d10	Result
1–4	Roll once on Table 2–2
5–7	Roll twice on Table 2–2
8–9	Roll twice on Table 2–2 and once on Table 2–3
10	Roll three times on Table 2–2

Table 2–2: Gnome Name Fragments

d%	Name	Definition
01–02	Add	Axe, Sharp, Sword
03–05	Arum	Great, Hero, Heroic, Mighty
06–08	Baer	Living, Open, Tree, Woodland
09–11	Bar	Disguised, False, Hidden, Shadow
12–14	Callad	Cousin, Friendly, Kin, Related
15–16	Chik	Beautiful, Fair, Haven, Home
17–19	Dal	Master/Mistress, Skill, Skilled, Useful
20–22	Din	Tool, Useful, Valued, Weapon
23–25	Eaus	Giant, Powerful
26–27	Enn	Companion, Vital, Husband/Wife
28–29	Erf	Friend, Friendly, Kind
30–31	Faer	Blue, Cool, Ice, Sapphire
32–34	Fen	Earthen, Firm, Hill, Hills, Sturdy
35–36	Flan	Earth, Hard, Rocky, Stone
37–39	Gaer	Defense, Protective, Shield, Strong
40–42	Gar	Father/Mother, First, Honored
43–44	Hed	Confusing, Mystery, Riddle, Secret
45–46	Herl	Noble, Ruler, Virtue, Virtuous
47–48	Ien	Enemy, Evil, Pain, Wounded
49–51	Jan	Blessed, Divine, God/Goddess
52–53	Kaer	Fire, Hot, Red, Ruby
54–56	Len	Good, Jewel, Treasure, Trusted
57–59	Lun	Complex, Device, Mechanical, Tinkerer
60–61	Mikk	Desert, Harsh, Severe, Void
62–64	Neb	Child, Innocent, New, Young
65–66	Oaen	Flexible, Knot, Maze, Twisted
67–68	Ow	Beloved, Loving, Warm, Welcome
69–70	Pall	Cloak, Cloth, Soft, Supple
71–72	Pin	Air, Free, Swift, Wind
73–74	Raer	Holiday, Joy, Joyful, Ritual
75–76	Ras	Emerald, Green, Homeland
77–78	Seg	Deep, Distance, Far, Long
79–81	Skor	Art, Craft, Knowledge, Wise
82–84	Tikk	Animal, Furry, Hairy, Pet
85–87	Uran	Armored, Guardian, Keeper, Supportive
88–90	Urd	Black, Blind, Mole
91–93	Van	Allied, Dedicated, Friend, Servant
94–96	Var	Funny, Humorous, Jester, Joke
97–98	Wann	False, Illusionist, Sly, Thief
99–100	Wed	Diamond, Hard, Powerful, White

Nicknames

The gnome culture has a tradition of giving nicknames, sometimes also called earned names. These are descriptive names or titles given to individuals after some important or heroic event (or, sometimes, after ignoble or humorous events). Although these names were once given in the native tongue of gnomes, they are now usually in the Common tongue due to the influence of human culture. A character might acquire a nickname during game play, or she can start the game with a nickname. An earned name can be randomly determined by rolling once or twice on Table 2–3: Gnome Nicknames, or one can be chosen to match a character's personality.

This table is only a starting point for such names; DMs and players should feel free to let their imaginations run wild when coming up with new earned names.

Table 2–3: Gnome Nicknames

d%	Nickname	d%	Nickname
01–02	Ale	51–53	Lightning
03–04	Ash	54–55	Little
05–07	Badger	56–57	Lock
08–09	Bones	58–59	Man/Lady
10–11	Caller	60–61	Moon
12–14	Cloak	62–64	Phantom
15–16	Drinker	65–67	Shadow
17–19	Earth	68–70	Silver
20–21	Eye	71–72	Skin
22–24	Fast	73–74	Slosh
25–26	Foot	75–76	Sly
27–28	Fox	77–78	Sparkle
29–31	Gem	79–80	Steel
32–34	Glitter	81–82	Stone
35–37	Gold	83–85	Strider
38–39	Hand	86–87	Stumble
40–42	Heart	88–89	Sun
43–44	Hill	90–92	Swift
45–46	Honor	93–95	Wanderer
47–48	Iron	96–98	Whisper
49–50	Laughing	99–100	Wild

Roleplaying Application: Does your gnome character have a nickname? What does it mean? What event led to the nickname? How does she feel about her nickname?

CITIES AND SETTLEMENTS

Gnome settlements are an odd mix of underground burrows, chambers, and passages leading to hidden exits on the surface. Living as they do in the hilly regions of the land, the gnomes build much shallower cities than the dwarves, staying close to the surface and using illusions and camouflage to hide their homes from unwanted visitors.

Gnomes prefer areas with arable land, upon which they can build small gardens or have pasturage for small flocks of sheep or goats. Gnome towns might thrive in more forbidding areas, but they will be far more reliant on trade for their daily needs. Water is a necessity, though wells can be relied upon if no other suitable source can be found nearby.

A typical gnome town is made up of large extended-family dwellings, two or three maesteries (maester's workshops/schools), and a central gathering hall and amphitheater. Cities or urban communities also often include guildhalls and the homes of various merchant lords, all extending much farther underground. Gnome cities are rare, since gnomes prefer to travel and have an active communications network through magic and invention. They simply have less need to live clustered together in most places, and large cities are also very difficult to hide. Those gnome cities that do exist were founded generations ago, typically by merchant lords, and are largely devoted to supporting trade.

Gnome towns are largely independent of one another. The code of laws they hold to is fairly uniform, in terms of basic legal rights and responsibilities. However, it is not uncommon to find some local legal quirk that sets a place apart from other gnome towns of its size. Gnomes rarely have a monarchy of any sort, and those that do are largely constitutional monarchies. Most communities rule by committee (see Society and Culture earlier in this chapter). Larger cities are typically run by a council that handles all city business—usually functioning with a great amount of unofficial input from the merchant lords.

On the Outer Planes, most gnomes gravitate toward settlements on Bytopia or Arborea. These planes are most representative of the gnome mind-set and beliefs, and celestial gnomes can commonly be found living in either place.

GNOME ECONOMY

The gnome economic system is one of the most advanced in the world, second only to certain human cultures. While barter occurs between individuals, gnomes are versatile and fluent participants in the economic systems of any nations around them willing to engage in trade. They have mastered the art of currency exchange, and the most skilled among them are capable of growing wealthy off trade money alone, much less goods.

In addition to selling their own handiwork, gnomes often make a tidy living acting as merchants for the goods of others. A gnome merchant's cart is likely to include elf-, dwarf-, and human-made goods as well as items of gnome workmanship. Gnome merchants can buy and sell with unsurpassed skill, and their customers generally feel as if they are getting a good deal (though they're rarely getting as good a deal as the gnomes are).

EXAMPLE SETTLEMENT: KIBOSH

Kibosh is a gnome town of moderate size; roughly three to four hundred gnomes live there at any one time. It is located in a large area of rolling hills, just east of a large pristine forest. A road that runs a few miles to the south brings trade nearby, and the gnomes welcome visitors to the weekly market day held just down the river.

Between thirty-five and fifty extended families live within Kibosh, each in their own large dwelling. In addition, the town features an underground amphitheater, four maesteries, a community hall, a public hall, and a large storage/granary facility where extra dry goods and supplies are stored for the town in case of emergency.

The town itself follows very little in the way of orderly city planning. Each major family dwelling and workshop is built within a hill, and most of the internal space of the hill is devoted to living and working areas. Farther below ground are the public facilities, with passageways branching out from them in all directions.

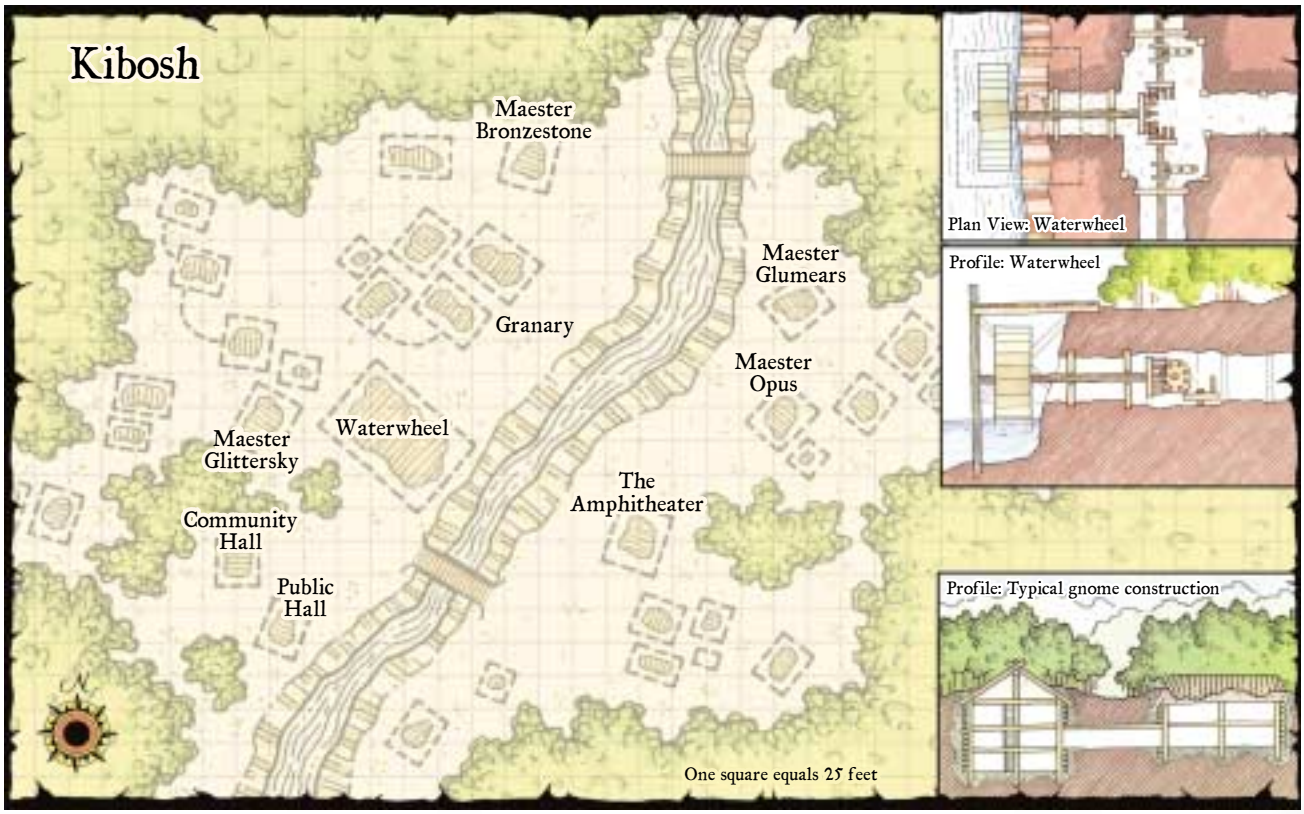
The Amphitheater: No gnome town is complete without a place to stage performances, speeches, and other public celebrations. The amphitheater serves these functions and more, and it is considered the heart of every gnome community. The arts are a social endeavor as much as a personal one, and as a result, gnome communities with a heavy artistic presence are among the most closely knit anywhere. Typically, the amphitheater hosts at least one event per week, whether a recital, an exhibition, a public dance, or a town meeting.

Gnome amphitheaters are wonders of engineering, just as most gnome constructions are. They are built so that those in the farthest row from the stage can hear as well as the closest. The acoustics are so good that no performer need ever raise her voice to be heard, and the softest note of a flute will carry easily even to the most remote listener.

Maester Glumears: Maester Glumears earned his cap nearly two hundred years ago for his inventive genius. The chief inventor and gadgeteer in town, Glumears has no shortage of individuals ready and able to purchase his wares. He often puts his journeymen to work teaching apprentices and researching his ideas. He then takes the work his apprentices have achieved and puts their ideas together, creating the finished product. Once a prototype is complete, both his journeymen and the lesser maesters in his workshop are given the task of filling orders for a given design while he moves on to his next project. He is absent-minded and gruff, but he still manages to give everyone time for their own projects, so those who work with him generally don't mind his ways. His workshop specializes in alchemical and mechanical items.

Maester Bronzestone: Maester Jennerus Bronzestone is a master lapidary, goldsmith, and silversmith. He teaches how to cast metal, how to cut and set gemstones, and other secrets of jewelcrafting. His workshop is the smallest of the four maesteries in Kibosh, with only four apprentices and two journeymen on staff. He recently reopened the workshop here after the previous maester, Goldhone, passed away. The work he does is very much in demand, and his journeymen spend much of their time perfecting their own designs with a minimum of guidance from him. He teaches his apprentices personally, a rare occurrence in this day and age. The work that comes out of this workshop is first-rate and fetches a rare price, enough so that the town council is pressing him to increase his production. He has thus far refused their entreaties, however, preferring to concentrate on his art rather than his coffers.

Maester Glittersky: The link between magic and gnomes is an old one. It is only natural that magic fuels much of their daily life and art, and still more natural that a number of gnomes decide to take up the study more formally. Maester Irella Glittersky has been the local expert in the magical arts for some years. Her family has lived in Kibosh for generations, and it was only natural that she



should take over the maestery when it became available. She teaches all forms of magic but has a marked preference for illusions. Her workshop is the source of most of the minor magic items the community uses in daily life, and her apprentices provide all the illusory decoration for every dance or special event held in town.

Maester Opus: Buleybar Opus was the youngest music maester ever to earn his cap in the town's memory. He runs a bustling school that focuses on performance over theory, and he has trained some of the finest bards to set foot in the surface world. He relies on his journeymen to work with the younger students, but they are also expected to create their own original works. He trains in vocal as well as instrumental music, both composition and performance, and has even allowed some study of oratory in the past few decades. He is harsh in his methods, but once a student has earned her cap, no hearth will turn away her song.

Public Hall: The public hall is the first (and possibly only) place any outsider might visit, with its own entrance to the surface that is not connected to any other tunnel, opening far away from the rest of the town. The public hall is most often used for community legal matters, and it is also where any diplomatic dealings with other towns or races take place.

Community Hall: Where the public hall is the home of external affairs, the community hall is the home of most of the gnomes' internal dealings. It is held in common by all the local families, and it is where many personal disputes are settled or large family celebrations held.

CREATING GNOME CHARACTERS

When you create a gnome character, consider spending a few skill points on Hide, Listen, and Craft (alchemy), even if they're cross-class skills for you. As a gnome, you get racial or size bonuses to these skills, and Hide and Listen in particular are valuable in many adventures.

Also give yourself a Charisma score of at least 10 if you possibly can. The spell-like abilities of *dancing lights, prestidigitation,* and *ghost sound* aren't terribly powerful, but they lead to smart play when characters use them to distract or confuse their foes.

SPECIAL GNOME OPTIONS

As a gnome character, you also qualify for some gnome-specific feats and prestige classes unavailable to PCs of other races, all described in Chapters 5 and 6 of this book.

Feats: Burrow Friend, Earth Fist (also available to dwarves and goliaths), Gnome Foe Killer, Natural Trickster, Piercing Sight, Trivial Knowledge.

Prestige Classes: Blade bravo, divine prankster, shadowcraft mage.

GNOMES AS CHARACTERS

Gnomes have a natural knack for being bards and illusionists. Still, they're clever and resourceful enough to excel in many classes.

Bard: This is the favored class for gnomes, so it's an obvious choice. When you select spells, give extra consideration to spells from the illusion school, because as a gnome you get a +1 bonus on save DCs against illusion spells you cast.

For alternative options for the gnome bard, see the gnome racial substitution levels in Chapter 6: Character Options.

Barbarian: Traditional gnome culture has no place for barbarians, but barbarians are often from far-off lands anyway. The notion of a gnome barbarian is hard for some to reconcile, but the gnome's racial bonus to Constitution allows such a character to rage longer than those of most other races. Small races such as gnomes particularly prize the barbarian's fast movement ability.

Cleric: Most gnome clerics worship Garl Glittergold, who offers access to the Trickery domain. That domain gives his clerics Hide as a class skill and offers high-level illusion spells that combine well with gnomes' racial bonus on illusion spell save DCs.

Druid: Because gnomes can speak with burrowing animals, many gnome druids choose badgers or wolverines (normal or dire versions, depending on level) as their animal companions.

Fighter: The gnomes' Strength penalty makes the fighter class a tough choice, but it's ameliorated somewhat by the gnomes' Constitution bonus and racial bonuses on attack rolls and Armor Class against specific monsters. Select weapons unaffected by low Strength, such as crossbows, at low levels, and obtain weapons that deal automatic extra damage, such as those with the flaming or wounding special ability, when you attain high levels.

Monk: This class is another tough choice due to the gnomes' Strength penalty, which is exacerbated by the race's Small size and lower unarmed attack damage. But the fast movement of a monk is a godsend to a gnome, and the monk's other supernatural abilities combine well with a gnome's racial abilities to make an elusive prankster.

Paladin: One way to avoid the slow speed of a gnome is to use the special mount of a paladin. As with the fighter, a gnome paladin must still deal with the liability of his low Strength score.

Ranger: The racial benefits that gnomes receive when fighting giants, kobolds, and goblinoids can combine with a ranger's favored enemy class feature to make a true giant-slayer.

For alternative options for the gnome ranger, see the gnome racial substitution levels in Chapter 6: Character Options.

Rogue: You hide well, you listen well, you've got the skill points to be a great alchemist—and you've got spell-like abilities perfect for distracting guards.

Sorcerer: Obviously, gnome sorcerers want to choose as many spells from the illusion school as possible, because they get a racial bonus on their saving throw DCs.

Wizard: As with the sorcerer, gnome wizards almost certainly want to specialize in the illusion school to get as much use out of their racial bonus as possible.

For alternative options for the gnome illusionist, see the gnome racial substitution levels in Chapter 6: Character Options.

Illus. by C. Lukacs

Mountain-dwelling nomads, the goliaths are a reclusive, tribal race more at home scaling a sheer cliff than walking the streets of a city. This chapter provides all the necessary details for adding this race to any D&D campaign.

A DAY IN THE LIFE

For Keothi Softspeaker Thunukalathi, the day begins with the low drones of the dawncallers—musically gifted goliaths who watch over the tribe's camp at night, then awaken everyone in the morning with songs that exhort and inspire. Keothi's family dresses and then gathers together for a brief meal of goat's milk, berries, and smoked fish from a mountain stream. The tribe isn't moving the camp today, so everyone gathers near the central fire pit for the day's work. The tribal chief chooses ten "captains" for that day, assigning four to the hunt, two to berry- and root-gathering, two to food preparation, one to care for infants, and one to tend to the tribe's small herd of mountain goats. The chief looks Keothi's way as he chooses captains but doesn't call his name. "Perhaps tomorrow I'll be captain for the first time," thinks Keothi.

One by one, the captains select tribe members for their teams. Because Keothi is adept at archery, he is chosen for a hunting team. Keothi is happy, because he'd rather hunt than dig up roots all day. Had the tribe been moving the camp that day, most of the members would have been assigned to "travel teams" charged with carrying the tribe's tents on their backs, and Keothi might not have been picked for a hunting team. Once all the teams are filled, the goliaths chant a prayer to Kavaki the Ram-Lord, then rush off to their appointed tasks.

Along with four other goliaths, Keothi begins to scour the ridges and valleys of the mountains for an elk herd whose tracks have been spotted nearby. But the elk prove elusive that morning, and Keothi's band of hunters begins to get nervous. It will be embarrassing if they return to camp in the evening empty-handed, especially if other hunting teams have had better luck.

By midday, any elk are bedded down in the brush, making finding them almost impossible. The hunting team amuses itself by wrestling each other in a hastily drawn circle in the dirt (Keothi wins one match and loses two) and challenging each other to feats of archery (Keothi comes within an arrow-width of beating even the captain, and he handily defeats everyone else).

When the sun is low in the mountain sky, it's time to hunt again. Keothi and the captain wait at the bottom of a river gully while the rest of the team

beats the bushes above them. This trick works, sending more than a dozen elk rushing past Keothi. Two fall to his arrows, and Keothi's captain also fells an elk. Amid much laughter, the goliaths butcher the elk quickly, then stagger back to camp, carrying as much meat and elk-hide as they can.

They are the last of the four hunting teams to return to camp. A late hunting party often arrives empty-handed, so another hunting team is already celebrating their two-elk bounty when a weary Keothi places his team's third elk carcass at the chief's feet. The chief declares Keothi's team to have won the hunt that day, amid cheers from the entire tribe. When the captain reports that Keothi felled two of the elk himself, the chief says, "Beginning tonight, you are no longer Softspeaker. You are now Keothi Steadyhand Thunukalathi."

Grinning from ear to ear, Keothi enjoys the spoils of victory—first in line when the roasted haunch of elk is ready. After an evening spent hearing campfire tales of brave climbers and cunning hunters, Keothi returns to the family tent for sleep. "Perhaps tomorrow I'll down three elk," Keothi thinks as he drifts off to sleep.

Illus. by F. Jarvis

Goliaths believe they can see their futures in the natural mottling of their skin

DESCRIPTION

Unlike the previous two chapters, which covered races previously described in the *Player's Handbook*, this chapter gives a full description of goliaths, their racial traits, and all other information necessary for creating goliath characters.

OVERVIEW

Goliaths are massive creatures unafraid of throwing their weight around in a fight. Highly competitive, these strong nomads can prove to be powerful allies and welcome additions to any adventuring party.

Personality: Goliaths are known for their almost foolhardy daring. In their mountain homes, they leap from precipice to precipice, heedless of the fatal consequences of a misstep. They place great stock in clan and family; life in the mountains teaches even the youngest goliath to rely completely on his fellows for a hand across a crevasse. Because most goliaths are hunter-gatherers, they tend to be inquisitive, always curious about whether better hunting lies over the next ridge or a good water source can be found in the next canyon.

Goliaths are completely unsympathetic toward tribe members who can't contribute to the well-being of the tribe anymore—an attitude reinforced by social structures. Old, sick, and otherwise infirm goliaths are exiled from their clans, never to return.

Physical Description: A typical goliath is larger than the largest half-orc. Most stand between 7 and 8 feet tall and weigh between 280 and 340 pounds. Unlike with most other races, there is no appreciable difference in height or weight between male and female goliaths.

Goliaths have gray skin, mottled with dark and light patches that goliath shamans say hint at a particular goliath's fate. Lithoderms—coin-sized bone-and-skin growths as hard as pebbles—speckle their arms, shoulders, and torso. Their skulls have a jutting eyebrow ridge, wide jaw, and occasional lithoderms as well. Female goliaths have dark hair on their heads, grown to great length and always kept braided. Male goliaths generally have hair only on their limbs. Goliaths' eyes are a brilliant blue or green, and they often seem to glow a little from underneath their furrowed brows.

Because their skin mottling has cultural significance, goliaths generally dress as lightly as possible, displaying their skin patterns for all to see. For the same reason, few goliaths would willingly get a tattoo—to draw on one's skin is tantamount to trying to rewrite one's fate. Goliaths instead decorate themselves with jewelry, often sporting ear, nose, or brow rings. A goliath's lithoderms are also common places to embed a gem or two, since they have few nerve endings and stand out on the goliath's body already.

Relations: When encountered in the mountains, goliaths are outwardly friendly to anyone who doesn't threaten the tribe and can keep up with them as they climb from peak to peak. Humans who brave the mountains—rangers and druids, most often—can often earn a tasty meal by helping a team of goliath hunters.

Goliaths hold dwarves in particularly high regard, wishing their tribes had the dwarven aptitude for weapon crafting. Some of the bravest goliaths climb down into the

tunnels and natural caverns under a mountain, seeking a dwarf community to trade with.

The smaller-than-human races are regarded as curiosities, but many a nimble-climbing gnome or halfling has earned respect by beating a goliath in a race up a cliff. Goliaths view the extended life span of an elf as vaguely frightening, finding it hard to imagine a person who could have known one's great-great grandfather.

A goliath tribe's attitude toward any nearby giants varies widely. Some tribes eagerly trade with giants; the giants' weapons aren't up to dwarven standards, but they are made in larger sizes (which goliaths greatly prefer). However, giants have a bad habit of trying to turn goliaths into their slaves, using them for menial tasks they're too big or too lazy to do themselves. Conflict inevitably ensues, and soon either the giants are dead, the goliaths have fled, or the goliaths are chained up as slaves to a giant-lord.

Goliaths tend to hold goblinoids and orcs (including half-orcs) at arm's length, noting that the "downlanders" they trade with regard such races as troublemakers. But because goblinoids rarely stray into the high mountains, they are usually someone else's trouble, so goliaths don't bear them any actual malice.

Alignment: Goliaths have a slight tendency toward chaotic alignments, which is reflected in their wanderlust and the small, mobile communities in which they live. Still, each goliath tribe has one or more adjudicators that settle disputes within the clan, and such goliaths are generally lawful. Goliaths have a slight preference for good over evil, since among the high mountain peaks, survival becomes much easier when one aids a fellow goliath without insisting on recompense.

Goliath Lands: Because they don't support large-scale agriculture or extensive settlements, the mountain ranges where goliaths live are home to few other intelligent races. Most tribes of goliaths wander from peak to peak, tending their goat flocks and foraging for alpine roots and tubers. Typically, a tribe sets up a temporary village in an alpine meadow and remains there for a month or two, then moves on when the season changes or better hunting can be found elsewhere. Larger tribes tend to follow a similar trail from year to year, retreating to lower elevations in midwinter and when they need to trade, then ascending to the highest peaks once the snow melts.

Some goliaths live at lower altitudes among humans or other races, most often because their tribe exiled them after a crime, dispute, or injury. Many a folk tale features a forlorn goliath working as a farmhand after a failed courtship in the mountains.

Religion: Kavaki the Ram-Lord is the primary deity of the goliaths (see the Religion section later in this chapter). As the Chief of All Chiefs, he watches over the goliaths and their mountain homes. His clerics say that Kavaki created the goliaths when he found a bush bearing gems in place of fruit growing atop the highest mountain peak in the world. When Kavaki plucked gems from the bush, those gems became the first tribe of goliaths. Kavaki instructs his followers to seek out the hidden bounty of the mountains and keep the tribe safe from harm.

Language: For millennia, the goliaths have had only a spoken tongue, Gol-Kaa, which has only thirteen phonetic elements: *a, e, g, i, k, l, m, n, o, p, u, th,* and *v.* Recently, the goliaths have picked up the alphabet of the Dwarven language, though the concept of a written language hasn't spread to all the tribes yet. Those tribes that have learned the Dwarven alphabet are busily transcribing the goliaths' vast oral tradition into carvings, cave paintings, and even books.

Names: Every goliath has three names: a birth name assigned by the newborn's mother and father, a nickname or honorific assigned by the tribal chief, and a family or clan name. The birth name tends to be short—often only a syllable or two—but the clan names often have five syllables or more and always end in a vowel.

The honorific isn't a traditional name so much as it is a descriptive nickname, often a two-part sobriquet. The honorific can change at the whim of the tribal chief, whether because a particular goliath did something useful for the tribe (earning an honorific such as "Highclimber" or "Nighthunter") or as punishment for failure (a middle name such as "Latesleeper" or "Wanderslost"). Goliaths who have been exiled from their tribe generally carry a middle name that reflects their status, such as "Solitary" or "Kinless." Some specific roles within the tribe, such as lorekeeper or shaman (described in the Society and Culture section later in this chapter), have honorifics attached to them as well.

When introducing themselves for the first time, goliaths always use the first name/honorific/family name construction, translating the honorific into the listener's language if possible. Thereafter, they refer to themselves and each other by the honorific alone. Goliaths traveling among other races sometimes assign honorifics to their comrades rather than use their given names.

Male Names: Aukan, Eglath, Gauthak, Ilikan, Keothi, Lo-Kag, Maveith, Meavoi, Thotham, Vimak.

Female Names: Gae-Al, Kuori, Manneo, Nalla, Orilo, Paavu, Pethani, Thalai, Uthal, Vaunea.

Honorifics: Bearkiller, Dawncaller (see Chapter 5 for details on this prestige class), Fearless, Flintfinder, Horncarver, Keeneye, Lonehunter, Longleaper, Rootsmasher, Skywatcher, Steadyhand, Threadtwister, Twice-Orphaned, Twistedlimb, Wordpainter.

Family Names: Anakalathai, Elanithino, Gathakanathi, Kalagiano, Katho-Olavi, Kolae-Gileana, Ogolakanu, Thuliaga, Thunukalathi, Vaimei-Laga.

Adventurers: Traditionally, the only goliaths to become adventurers are those exiled (voluntarily or otherwise) from the goliath tribes high in the mountains. However, since some goliath tribes spend more time with "downlanders," especially the dwarves, it's becoming more common for a tribe to send a particularly competent goliath on a mission that aids the tribe or goliaths in general. Once they descend from their mountain homes, most goliaths find the lowlands fascinating, although they are generally on their guard against "downland tricksters." The same wanderlust that keeps goliath tribes moving often keeps a lone goliath among humans for far longer than he originally intended.

GOLIATH RACIAL TRAITS

- +4 Strength, –2 Dexterity, +2 Constitution: Goliaths are massively muscled, but their bulk sometimes gets in the way when they're trying to be nimble.
- Goliath base land speed is 30 feet.
- Medium: As Medium creatures, goliaths have no special bonuses or penalties due to their size. However, see the powerful build ability description below for more details.
- Monstrous Humanoid: As monstrous humanoids, goliaths are proficient with all simple weapons, but they have no proficiency with any armor or shield.
- Powerful Build: The physical stature of a goliath lets him function in many ways as if he were one size category larger. Whenever a goliath is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the goliath is treated as one size larger if doing so is advantageous to him. A goliath is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A goliath can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- Mountain Movement: Because goliaths practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. Goliaths can make standing long jumps and high jumps as if they were running long jumps and high jumps. A goliath can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.
- Acclimated: Goliaths are automatically acclimated to life at high altitude. They don't take the penalties for altitude described in the Mountain Travel section on page 90 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, goliaths don't lose their acclimation to high altitude even if they spend a long time at a lower elevation.
- +2 bonus on Sense Motive checks: When speaking to one another, goliaths tend to augment their verbal communication with subtle body language. They are likewise able to "read" the unintentional body language of others.
- Automatic Languages: Common and Gol-Kaa. Bonus Languages: Dwarven, Giant, Gnoll, Terran.
- Favored Class: Barbarian. A multiclass goliath's barbarian class does not count when determining whether he takes an experience point penalty (see the XP for Multiclass Characters section, page 60 of the *Player's Handbook*). The tribal life of the goliaths produces many barbarians.
- Level adjustment +1.

PSYCHOLOGY

Goliaths' love of competition shapes a significant part of their worldview. A goliath instinctively keeps score about anything that's a challenge, and casually mentions how he's doing compared to his comrades and rivals. "That's the third time I've fed you a potion when you were about to die," a goliath might say, or, "It's frustrating—my enemies have drawn first blood four times in a row today." Those unfamiliar with goliath culture often find the need to keep score annoying, arrogant, or self-centered, but they're placing more weight on such utterances than the goliaths themselves are. To a goliath, scorekeeping is as natural as breathing, and it isn't meant to belittle or demean anyone.

While goliaths obviously love competing with and against each other, they face a more implacable foe. It's invisible to even a close friend, but a goliath is always competing against himself. If a goliath slays a dragon, he won't be satisfied with another dragon battle unless it's against a larger, older dragon. When a goliath doesn't measure up to his former achievements, he frequently becomes morose and withdrawn. Goliaths rarely speak of this inner struggle, and in fact many couldn't articulate why they feel the way they do. But to a greater or lesser degree, all older goliaths are haunted by their need to compete against their younger selves.

Goliaths travel underground to acquire dwarf-made weapons and gear

Illus. by W. O'Connor

Because tribes rely on the utmost effort of each member to survive in the forbidding mountains, goliaths are almost incapable of holding a grudge if they lose a fair competition. Goliaths compete as teams more often than they do as individuals, and an oft-repeated goliath maxim is "Today's rival is tomorrow's teammate." Cheating in a competition—which for goliath covers most life activities—is so severely frowned upon that few goliaths will risk the social consequences of being caught. Many can't conceive of cheating, instead redoubling their efforts or finding another game or sport to try.

Competition drives another mind-set common among goliaths: the notion that "everyone gets a turn." Just as most goliath competitions are open to all, goliaths expect that everyone should have the chance to compete for power, prestige, and other goals. Goliaths who visit areas of lower elevation are often puzzled by the plight of serfs. "Why does the lord not give them the chance to become knights?" a goliath traveler might ask. Anyone in a situation that affords no hope of advancement will earn pity—and possibly more tangible assistance—from a goliath.

Competition among goliaths has a darker side as well. The convivial attitude among goliaths extends only to the able-bodied and the very young, who are nurtured for their potential. A goliath who can't keep up with the rest of the tribe, either literally or in terms of production, is carried for only a few days before the tribe begins to shun the weak goliath. Sometimes the tribe will deny a weak goliath food and shelter, but it's far more likely that the weak goliath will refuse food and shelter until he has proven his worth to the tribe or until he walks away in shame.

Another noteworthy aspect of goliath culture is that while tribes do a thorough job teaching the principles of friendly competition and fair play to their youngsters, not every tribe has exactly the same notion of fair play. A goliath who leaves one tribe and joins another is often torn between his upbringing and the unspoken precepts of his new tribe. This struggle often drives a goliath into exile if he is unable to reconcile his new tribe's rules of fair play with the ones he grew up with.

Roleplaying Application: If you're playing a goliath character, consider keeping a tally of the monsters he defeats and track events such as "most damage dealt in a single blow" or "biggest wound I survived." Your character's desire to outshine his previous accomplishments probably influences what adventures he undertakes as he goes up in level. Consider carefully what your character regards as fair play, especially with regard to situations that come with some frequency in the D&D game, such as the dilemma of a helpless foe or the notion of breaking the law to achieve a greater good.

GOLIATH LIFE

No two goliath tribes are alike. However, as with any race, tribes share enough common traits to make it possible to define a unique goliath culture. Your character, of course, can either embrace that culture or stand apart from it.

LEISURE

Sports and games are central to goliath life. Because they are hunter-gatherers, goliaths don't have a lot of time for elaborate games that require extensive equipment. Competitions tend to be impromptu affairs that require little preparation, such as a foot race to the tree and back or a game of "keep away" played with a stuffed backpack.

Each tribe has its own games, but some (especially those described below) are widespread across goliath culture.

Cliff-Climb: Among the simplest of goliath games, a cliff-climb is simply a race to the top of a sufficiently tall cliff. There are only two unusual wrinkles: The race is sometimes to the top of the cliff and back to the ground, in which case a daring or foolish racer can sometimes win by intentionally falling to the finish line. Goliaths sometimes race in a best-of-three format, with the winner of each race having to accept a backpack full of rocks (and thus a penalty for being encumbered) as a handicap on future climbs.

Participating in a Cliff-Climb: Goliaths generally pick cliffs with Climb DCs of 15 or 20. Racers always use accelerated climbing (which bestows a –5 penalty on Climb checks made by nongoliaths). A goliath backpack full of rocks usually weighs 70 pounds, enough to give the average goliath a –3 check penalty due to encumbrance and reduce his speed from 30 feet to 20 feet. If winning a cliff-climb matters in the context of the ongoing adventure, the winning character earns experience as if it were an encounter of an EL equal to the cliff's height in feet divided by 20.

Stubborn Root: This game is similar to the "king of the mountain" game played by children at lower altitudes. One goliath, known in the parlance of the game as the root, stations himself at a high point—often on a ridge or peak but sometimes atop a boulder or simply on a marked patch of ground. Then the other players (usually three to six) try to bull rush the root away from the high point or grapple the root and drag him away. Whoever does so is the new root, and the process repeats itself until all goliaths are tired out or everyone fails in multiple attempts to move the root. No specific number of consecutive failed attempts results in a winner; the goliaths' sense of fair play determines when a particular root has won the game. It's considered bad form to gang up on a root (using the aid another action or similar tactics) until everyone has failed to move the root singly, and it's always bad form to attack the root outright. For his part, the root is obligated to forego the attack of opportunity that precedes the bull rush attempt, unless his opponents are ganging up on him, in which case the root can attack with nonlethal force.

Participating in Stubborn Root: PCs who win at stubborn root have overcome a challenge equal to the CRs of the two toughest opponents, as long as the game of stubborn root somehow has a bearing on the ongoing adventure.

Wrestling: Goliath wrestling matches start in a 20-foot-radius circle marked on flat ground, the center of which is clearly marked to indicate where matches will begin. To win a match, a wrestler must pin his opponent, then drag his pinned foe outside the circle while still maintaining the

A game of goatball

pin. Matches last for an indeterminate number of 1-minute rounds, with a referee counting out loud so the wrestlers know when their time is up. At the end of each round, the wrestlers break their clinch and have a few moments to rest before returning to the center of the circle.

Participating in Wrestling: Goliath wrestling matches follow the grappling rules outlined on page 156 of the *Player's Handbook*, except that making an attack of opportunity against an opponent who's trying to start a grapple is considered cheating. Damaging an opponent in a wrestling match is considered cheating unless both wrestlers agree before the match begins to allow nonlethal attacks. Defeating a foe in a wrestling match important to the adventure earns experience just as any other combat would.

Goat-Ball: This team game uses a furry, misshapen ball made out of stuffed goat-hide—the more lopsided and lumpy the ball, the better. Goat-ball requires a dozen to two dozen platforms (usually boulders, logs, and tree stumps) raised above the ground in a random pattern. Two teams of four clamber onto adjacent platforms, and a referee runs out to place the goat-ball on a platform somewhere roughly equidistant from the two teams. The teams then leap from platform to platform, each trying to be the first to reach the ball.

Whichever team reaches the ball first is on offense. When a team is on offense, it tries to complete three consecutive passes involving teammates on four different platforms (in other words, you can't just pass it back and forth three times; you have to leap from platform to platform). If the team on offense completes three passes, whoever has the ball can try to hit an opponent with the thrown ball. The team on defense tries to intercept the ball and push its opponents off the platforms.

A player who falls off a platform (either because he missed a jump or because an opponent pushed him off) or gets hit by a ball is "out" and can't participate until possession changes and the two teams trade offensive and defensive roles. Whenever the ball hits the ground (including when the player holding the ball touches the ground), possession changes—unless the ball hits the ground after a successful throw at an opponent, in which case the offense keeps the ball. A team wins if all its opponents have been knocked out of the game at the same time.

Participating in Goat-Ball: The jumping and bull rush aspects of goat-ball use the usual D&D rules. Throwing a ball at an opponent is a ranged touch attack, and every nongoliath player takes a –4 penalty for nonproficiency because it's almost impossible to get used to the misshapen goat-ball. Throwing a ball to an ally is likewise a ranged attack, except that Dexterity bonuses and penalties are reversed when calculating the target's AC (in other words, it's easier to throw the ball to a dexterous target, and harder to get a clumsy teammate to catch it). To attempt an interception, you must be within 5 feet of the ball's path and get a better result on your ranged attack roll than the thrower got on his ranged attack roll. Also, because the players aren't fighting, they can share the same platform (and often the same square) without penalty. Winning a game of goat-ball is a challenge equal to the combined CRs of the losing team members, as long as success in the game is somehow relevant to the larger adventure.

Drink-and-Tell: A decidedly nonathletic contest, the game of drink-and-tell involves participants and spectators alike sitting in a circle. One participant produces a massive flagon of specially brewed mead, drinks from it, and then tells a tale. Depending on how entertaining the tale is, he'll either hear cheers from the rest of the circle (meaning the participant is still in the game) or jeers (meaning the participant is now out of the competition but remains a spectator). Then the flagon is passed clockwise around the circle; spectators merely pass it to their left, but participants drink from it and offer a tale of their own. The flagon keeps going around the circle until it's either empty or only one participant remains. If drink-and-tell ends with an empty flagon, everyone who hasn't been knocked out can claim a shared victory.

Participating in Drink-and-Tell: It generally takes a successful DC 15 Perform (comedy) or Perform (oratory) check to earn the cheers of the circle. Unfortunately, the mead brewed for drink-and-tell, though tasty, is known to slur speech more than most alcohol, making success in later rounds more difficult. Drink-and-tell mead is technically an ingested poison (DC 14 Fort save; 1d3 Cha/1d3 Cha), although it only induces drowsiness and reduces speech to a slurred gibberish. It isn't otherwise dangerous.

ARTS AND CRAFTS

Goliaths are inherently competitive, but most understand that art can't always be measured and doesn't have a "winner." Goliaths decorate their weapons, tents, and what little clothing they wear with abstract designs, many featuring jagged, parallel lines and symbols that have astronomical significance (tracings of constellations, moon-and-sun designs, and so on). A few goliath painters practice representational art, but even they intentionally favor stick-figure designs that capture the essence of the subject, not its literal reality. "I could look at a running warrior anytime I like," reasons the goliath artist. "Why would I try to reproduce his every feature on the cave wall?" For a goliath artist, the whole purpose of art is to be decorative and show the viewer something he can't see in the real world.

Goliath tribes have an extensive oral tradition of stories, myths, legends, and songs. Almost every tribe has one or more dawncallers (see Chapter 5: Prestige Classes), an honorific given to bards who act as sentries and lorekeepers for the tribe. What free time isn't spent engaged in games and sports is spent listening to tales around the campfire—although they're mostly tales of games and sports, of course. Within the last decade or two, some tribes have started using the Dwarven alphabet to phonetically spell out words in the goliath language of Gol-Kaa. The first goliath scribes are enthusiastic, so it's not uncommon to find a mountain cave where an entire goliath epic has been painted on the walls, ceiling, and floor.

Goliath crafts are hampered by the paucity of raw materials above the tree line. As nomads, they don't mine metals

Illus. by T. Baxa

or grow crops, so smithing and cloth weaving are almost unheard of. Many goliaths excel at flintknapping, the craft of making arrowheads, knives, spear points, and other tools from flint found near riverbeds. Goliaths are also adept at tanning animal hides and stitching them together into everything from armor to massive tents. Some goliath tribes with a regular migration pattern stay in one place long enough to build kilns there, so they have potters—and ceramic vessels to trade with other tribes. Most goliaths rely on woven baskets to carry things, though, and those with the honorific of Threadtwister spend much of their time crafting baskets and hempen rope by hand.

Because most goliaths can't make their own metal goods or jewelry, they tend to hold in high esteem those who can do so. Goliaths are eager to trade their furs and meat for the wonders created by dwarf and gnome artisans.

Roleplaying Application: Goliaths are fascinated with anything outside the scope of their nomadic mountain existence, so most goliath PCs will be eager to travel and see things they've never seen before. Because oral folklore is so important to goliaths, they often compare their situations to those of legendary heroes. Some sample tales of goliath heroes are found in the History and Folklore section later in this chapter, but you can certainly invent other goliath folklore that your character would know. Because jewelry is rare among goliaths, you'll most likely gravitate to jewelry when you find treasure.

TECHNOLOGY AND MAGIC

Goliaths aren't primitive, but they are nomadic, which puts some significant restraints on the technology they use in daily life. In general, goliaths make for themselves only what they can carry with them—including the tools necessary for the creation to occur. Few goliaths are blacksmiths, for example, because you can't take a forge with you on a mountain trail. Still, goliaths have a basic understanding of how metallurgy works, and they are canny buyers of metal goods from the races they trade with—mostly dwarves and giants.

Because goliaths are subsistence hunter-gatherers, they excel at tanning, leatherwork, flintknapping, and bone-carving. For a goliath tribe to survive a cold mountain winter, it must make use of every resource at its disposal. That means using every part of a game animal, from the sinews to the hide and bones.

Without magic, the goliaths' nomadic lifestyle would leave them on the edge of starvation and social collapse. Goliath spellcasters, especially the omnipresent druids, are instrumental in finding food, healing the sick and injured, and warding the camp against the worst of the elements.

GOLIATHS AT WAR

Goliaths are not generally warlike. When pressed by a formidable foe, they're more likely to pack up and leave for safer territory than stay and fight. Goliaths are definitely not cowardly, but they regard each fellow goliath who falls in combat as a teammate lost forever, and they're acutely aware of how battle losses make life harder for the surviving members of the tribe.

Still, war is sometimes the only realistic option. A goliath tribe might be unable to outrun or outfox its enemies, or part of the tribe might be taken captive. Goliaths regard imprisonment and slavery as especially heinous crimes, so in these cases the entire tribe goes to war, treating battle as the most important game of all.

With the exception of infants and small children, all goliaths are capable warriors (otherwise they wouldn't remain with the tribe). A tribe can transform itself into an effective warband by simply handing out weapons and armor, choosing war-captains, and marching out to meet their foes. Goliaths favor leather and hide armors, and Large two-handed weapons that maximize their immense strength. Because goliaths come from a culture of hunters, they're adept at using camouflage and terrain to their advantage, and they prefer to fight guerrilla-style rather than meet on an agreed-upon battlefield.

The goliath tendency toward competitiveness and fair play expresses itself on the battlefield as well. Goliaths are inveterate scorekeepers, tallying the number of foes they've vanquished in battle. When they fight, goliaths seek to prove their superiority in all facets of warfare. "It's not enough to win a battle," thinks a typical goliath. "You should win in a way that shows your opponent what a good soldier you are." Winning by sheer numbers or through attrition is regarded as no victory at all. When two goliath tribes war against each other, the larger tribe almost always holds back troops so it won't win through numerical superiority.

Goliaths extend principles of fair play to the battlefield, but they aren't foolish enough to believe that their enemies are playing by the same rules (unless the enemies are also goliaths, of course). Striking from ambush is acceptable to most goliaths, because getting into such a favorable position is no easy task. On the other hand, most goliaths regard finishing off a fallen foe, taking hostages, and attacking civilians as distasteful or "cheating."

Some goliaths relish the competitive nature of combat so much that if they're winning too handily, they handicap themselves to restore a semblance of fairness to a fight. If a goliath sunders an enemy's weapon with his first blow, he might voluntarily cast away his own weapon and commence grappling. Goliaths aren't stupid, however—they only engage in such a "fair play" fight if they have a reasonable expectation of winning anyway, or if circumstances are such that the loser of the battle is likely to survive.

Roleplaying Application: If a fight is going particularly well for your goliath character, consider handicapping yourself, or at least mention to the other characters that you're sorely tempted to do so. Keep track of your kills, and engage your fellow characters in friendly competitions or low-stakes wagers, even as combat swirls around you.

SOCIETY AND CULTURE

The most pervasive aspect of goliath culture is the sense of congenial competitiveness that permeates almost every action a goliath undertakes. Goliaths are always jockeying for position within their tribes and will turn even the

most mundane task into a race, wager, or other competition. Additionally, the social pressure to be a "good sport" is almost overpowering—cheaters and poor losers find themselves shunned by the tribe. Goliaths compete almost without thinking about it. A team of hunters might find themselves sprinting toward a mountain peak, but none of them announced a race and none of them could say who started running first.

Goliath tribes tend to be generous and hospitable to visitors, as long as those visitors don't pose a threat. In yet another indication of the race's competitive nature, a goliath tribe will provide as much food and entertainment as possible for a visitor, hoping that tales of the tribe's excellence will spread. This generous tendency is tempered by the fact that, as hunter-gatherers, goliath tribes don't have much in the way of traditional wealth, and only when a hunt goes particularly well do they have a surplus of food.

TRIBAL STRUCTURE

Between forty and sixty goliaths—three to five extended families—comprise a typical tribe. Most goliaths stay members of the same tribe for life. Tribes that grow too large and unwieldy sometimes split into two or three smaller tribes, and tribes that fall on hard times and become too small to survive on their own might merge with more stable tribes. However, such changes are rare; the lorekeepers of most goliath tribes can trace their tribal history back a dozen generations or more.

Most goliaths identify far more strongly with their tribe than they do with their family. Family members generally share a sleeping tent and regard each other as particularly close companions, but the bonds between them aren't as strong as they would be in a typical human society. The tribe as a whole raises its young, so children don't form strong parental bonds. Marriages and remarriages are frequent among goliaths, so families tend to be rather fluid.

Key Tribal Members

Though tribe members are generally considered equals, several key roles are important to every goliath tribe.

Chieftain: The tribal chieftain is the primary authority figure for a tribe, but by no means the only source of power within a tribe. The chieftain leads the tribe by acclamation when the former chief steps down (or is forced out). He is responsible for setting the path of the tribe, leading it to food-rich regions, and deciding when to move on once hunting is scarce. Each day, the chieftain selects a number of captains ("kathunae" in Gol-Kaa) and gives each of them a task for the day, such as hunting, gathering raw materials,

Even giants learn to respect a goliath war party

Illus. by T. Baxa

cooking, or scouting new terrain. Wise chiefs assign at least two captains to each task, because then the two teams compete against one another and get more done.

Captain: The chieftain chooses captains each morning after breakfast, and most chieftains give each adult goliath an occasional turn as captain so everyone has leadership experience. Each captain gets a broad outline of the day's task from the chieftain. Then the captains take turns picking from the adult population of the tribe to form work teams, and the day's work begins. Captains generally have great discretion in how they accomplish the assigned task—the chieftain, and by extension the tribe, wants results, not a specific set of criteria followed to the letter. Most captains relish the competitive aspect of leading a team and outperforming the other teams assigned similar tasks that day. Captains have almost absolute authority when directing their teams, but they're loath to throw their weight around too much; any resentment they foster might show up in tomorrow's captain.

Skywatcher: Regardless of whether they're pantheist or animist goliaths (described in the Religion section later in this chapter), most tribes have a druid with the honorific of Skywatcher who preaches against the needless slaughter of game and overharvesting of resources such as firewood and edible plants. The chieftain often holds the skywatcher out of team selection, letting him roam as he pleases. Skywatchers spend most of their time scouting out new territory, monitoring the hunting and gathering teams, and preparing various seasonal festivals and rituals.

Dawncaller: Most goliath tribes have four to six members with the Dawncaller honorific (see the dawncaller prestige class description in Chapter 5). Dawncallers are bards who act as night sentries, patrolling the perimeter of the goliath camp at night and sounding the alarm if danger is nearby. Shortly before dawn, they sing anthems of bravery and virtue to awaken the rest of the tribe. During the day, whatever teams remain in camp pick dawncallers last, then give them light duty so they can sleep during the day and be alert at night.

Adjudicator: Adjudicators act as referees for the many games that comprise goliath leisure time, and they also settle disputes among members of the tribe. Unless the matter is particularly urgent, adjudicators hear disputes after the evening meal, listening to each party in the dispute tell his tale. The adjudicator then renders a decision. Any goliath can appeal an adjudicator's decision to the chieftain, but the chieftain can't overrule an adjudicator without taking the Adjudicator honorific away, so most chiefs are reluctant to do so. If an adjudicator can't determine who is in the wrong in a particular dispute, he often settles the matter with a contest of some kind—often a contest that relates to the matter at hand. For example, if two goliaths each claim ownership of a particular ram, an adjudicator might award the ram to whichever goliath can carry it farther before collapsing under its weight.

Tent-Mother: The position of tent-mother is unusual because it's the only aspect of goliath society that is gender-specific. The tent-mother is responsible for the care of the tribe's infants and toddlers. She's selected as a captain almost every morning, and she picks her own assistants. Goliath females have the ability to nurse multiple babies, so the tent-mother is often able to

Illus. by R. Spencer

A goliath child learns the basics of weaving

act as wet nurse for the entire tribe. No child can be picked for a task by a captain until the tent-mother deems him old enough (which often happens around ten years of age and involves an important rite of passage). Goliath folk tales abound of children who chafe under the rule of a tent-mother but suffer misfortune when they run away from the tribe and are eventually rescued by a team led by the very same tent-mother. The chieftain chooses the tent-mother and can take the honorific away, although this form of punishment rarely occurs.

Lamenter: A goliath tribe's lamenter has a single job: identify when a particular goliath isn't being a productive member of the tribe. If a goliath is obviously too old or too ill to survive the rigors of mountain life without assistance, the lamenter prepares a long chant or dirge that commemorates the goliath's achievements throughout life. At the conclusion of the dirge, the entire tribe moans and wails as the old or sick goliath walks away from the camp, never to return. The lamenter does likewise with goliaths who die suddenly or fall in battle, and then buries them under a simple cairn. A good lamenter talks with a goliath perceived as weak before preparing a lament, and sometimes a heart-to-heart talk with a lamenter is sufficient to get a goliath back on his feet and producing. Lamenters generally consult with the chieftain before preparing a lament and defer to the chieftain's judgment if it's more merciful (for example, the tribe is moving to a lower, warmer elevation where an infirm goliath will be less of a burden).

Roleplaying Application: What role did your goliath character play in the tribal hierarchy before he became an adventurer? Goliath tribes are essentially meritocracies, so it's not inconceivable that even a young goliath could have an important position within the tribe. What were the other members of the tribe (especially the chieftain and your character's tent-mother) like?

Power Struggles

Because he's responsible for bringing the tribe to food and water, a foolish or otherwise ineffective chieftain puts the whole tribe at risk. When a chieftain makes bad decisions or is simply unlucky too often, challengers to his authority might develop.

In most tribes, a would-be chieftain can take over a tribe by defeating the existing chieftain at each of three contests. The challenger chooses the first contest, the existing chieftain chooses the second, and the third is a traditional contest. It's an expected part of the power struggle that chieftain and challenger each choose contests that reward their particular skills and abilities, but a contest that's obviously impossible for one contestant isn't a contest at all and will earn a shunning from the tribe (see Shunning later in this chapter). The challenger must win all three contests to become the new chieftain. When that happens, the former chieftain often, but not always, leaves the tribe. For safety reasons, members of the tribe feel strong social pressure against challenging a chieftain in the middle of a crisis or repeatedly challenging a chieftain.

If a chieftain voluntarily retires or dies suddenly, a similar set of contests among aspiring chieftains determines the new chieftain. Unlike with a challenge to a sitting chieftain, however, a candidate need only win a plurality of the contests to become the next chieftain.

Unlike in many human societies, most goliaths don't seek power for its own sake, and most regard being chieftain as a grave responsibility, not as something to aspire to. Goliaths love competition, after all, and the chieftain doesn't get to participate in many of the daily contests and games that make up goliath life.

More primitive goliath tribes have only one simple rule for succession: If you beat up the old chieftain, you become the new chieftain.

Roleplaying Application: How does your goliath character feel about your current or former chieftain? Does he have interest in leading a tribe himself? If so, does he have a plan to make this happen? Has he ever taken part in a power struggle for chieftain? If so, what was the result?

LAWS AND JUSTICE

Because goliaths don't have a written legal code, it's hard to make generalizations about goliath law. In general, only one law matters: Obey the chieftain, and by extension, the captains he chooses.

The system of punishment for goliaths is likewise less structured than it is in many other societies. Because goliaths are nomadic, imprisonment isn't an option, and fines rarely work in a society where many goods are owned jointly by the tribe. Goliaths who disobey the chieftain or are caught stealing, cheating, or committing other crimes are often simply beaten. Goliaths have a healthy respect for pain as a motivator. Their other primary punishment is social: To a greater or lesser degree, the rest of the tribe shuns the criminal.

Shunning

When a goliath is completely shunned, the rest of the tribe pretends that the criminal doesn't exist. The criminal isn't picked for teams, can't participate in sports and games, and isn't provided food and shelter by the tribe. For the duration of the shunning (known as "volok-thea" in Gol-Kaa), the goliath must survive on his own.

A less severe form of shunning known as "volok-kanu" exists for minor crimes. A criminal suffering a period of half-shunning is treated poorly by the rest of the tribe. The criminal is picked last by captains, given particularly loathsome work assignments, and receives only leftover food and water. These half-shunned goliaths are allowed to participate in contests and games only if their presence is necessary for some reason, and opponents often gang up on the criminal rather than try to win themselves.

Goliaths who assist a shunned goliath face shunning themselves, because breaking the solidarity of a shunning is an attack on the very foundation of goliath society.

What is remarkable to a nongoliath who witnesses a goliath shunning is how everyone acts in concert without anyone saying, "We're going to shun Thotham completely

for three days, then half-shun him for four more." Goliaths communicate the degree of shunning by slight shifts in their body language, and many contend that they "just know" how long a shunning should last.

Roleplaying Application: Goliaths who sneak off on adventures might face shunning from a disapproving tribe when they return. Rebellious young goliaths often learn the traits of self-sufficiency and independence—useful in a future career as an adventurer—when they spend a lot of time being shunned for minor infractions. Has your goliath character been shunned by his tribe? If so, for what infraction? How does he feel about this? Even when away from his tribe, does he use shunning to convey his disapproval of others' actions? How does he explain this behavior to his companions?

Exiles

Being exiled from the tribe is both the worst punishment an adjudicator can mete out, and the ultimate fate of all goliaths who don't die in battle or mishap. Exiles get a new honorific from the chieftain reflecting their changed status; then they pack their personal items into a backpack, say goodbye to friends and family, and walk away from the tribe, never to return. If a goliath is exiled due to age or debilitating injury, the lamenter performs a lament as the exile leaves. However, if exile is a punishment handed down by an adjudicator, no lament is performed, and the exiled goliath is shunned until he walks away.

Most chiefs and lamenters interpret rather inflexibly the maxim that every goliath must always contribute to the good of the tribe. Even a goliath who will probably recover from an injury—a goliath with a badly broken leg, for example—is left behind when a tribe moves on. Goliath society is also hardly immune to the petty jealousies and power struggles that make politically

Illus. by J. Thomas

Exile is the ultimate punishment for a goliath

motivated exiles a reality. Goliaths exiled while young often descend to areas of lower elevation and take up a nomadic, competitive lifestyle: that of the wandering adventurer.

While some stubborn goliaths are forced into exile, it's much more common for a goliath who feels his skills slipping to choose exile voluntarily rather than force the tribe into the awkward position of exiling him. Some goliaths live as solitary hermits for months or years after exile. But without the support and protection of the tribe, all exiles eventually succumb to the rigors and dangers of mountain life.

Roleplaying Application: Most goliath PCs are exiles—voluntary or involuntary—from their tribes. Being exiled from the tribe is a natural stepping-stone to becoming a goliath adventurer. Your character is already nomadic; now he just has to make it on his own. Many goliaths who've been exiled surround themselves with close friends—creating a makeshift "tribe" out of their fellow adventurers. Is your goliath character an exile? If so, what was the reason for his exile? How does he feel about his former tribe? How does this exile affect his interactions with other goliaths?

NATURE WORSHIP

For millennia, goliaths have been nature worshipers who relied on druids to attend to their spiritual needs. While deities figure prominently in goliath folklore and culture, actual clerics have been exceedingly rare. Recently, however, clerics worshiping the five-member goliath pantheon have been evangelizing among the goliath tribes, and the connection between folklore and daily worship is winning them converts. Goliath druids have responded to this effort with everything from outright hostility to enthusiastic support, but in most cases the arrival of a new religion (while the folklore and rites are old, active worship is new) has ushered in an era of competition for the spiritual lives of each goliath tribe. Goliath druids are just as competitive as any other goliaths, after all.

When druids handle a tribe's religious needs, the tribe's skywatcher often leads prayers to Kavaki or the mountains themselves. Each equinox and solstice has its own druidic festival, and druidic blessings accompany each birth and death. A portion of each meal is left on a simple stone altar under the open sky as a sacrifice to preserve nature's bounty.

In tribes without clerics, druids are responsible for much of the healing required by the tribe, and high-level rangers often help a little. This obligation takes up more of the druids' time and energy, so the druids don't roam as far from camp as they do if the tribe also has clerics. Because they wield great power within such a tribe, druids wind up influencing the alignment of other tribe members. A tribe with a neutral evil druid, for example, will gradually develop a strong "every tribe for itself" attitude and become particularly ruthless in competitions. A lawful neutral druid often finds that his tribe follows a more regular migration pattern and tends to repeatedly choose the same captains for the same tasks.

PANTHEISTIC RELIGION

Pantheist goliath clerics show reverence for the five deities that comprise the goliath pantheon as a unit, but they pick one deity as their favorite. A cleric chooses from among one deity's domains and wears that deity's holy symbol. Still, those clerics are comfortable leading rites and prayers to any of the five deities, and clerics of the different deities display no animosity (and, unusual for goliaths, no competition) toward one another. A goliath cleric appeals to Kavaki for protective magic, Theleya for healing, and Vanua for a curse, for example.

With the DM's permission, a character can instead worship the goliath pantheon as a single unit. Worshiping a pantheon in this fashion allows a cleric to pick from any of the deities' offered domains, rather than picking one deity as a favorite. The details of following this pattern of worship are described more fully in *Complete Divine*.

A sixth goliath deity, Kuliak, is venerated strictly for burial rites and necromancy spells. Outside these contexts, the goliaths do not generally speak of her.

KAVAKI, THE RAM-LORD

Greater Deity (Neutral)

Kavaki is the creator and guardian of the goliaths, guiding them safely from alpine meadow to snowy mountain peak and back again. He bids his followers to honor goliath heritage, to compete fiercely, and to act for the good of the tribe in all things. Cave paintings often depict him as a massively muscled goliath with curled ram horns emerging from his head.

Portfolio: Goliaths, competition.

Domains: Protection, Strength, Travel, War.

Cleric Training: Because Kavaki is the chief of all chieftains, clerics of the goliath pantheon learn about him from their tribal chieftain. Every morning, the chieftain offers a prayer to Kavaki, often adding a brief homily or tale of Kavaki protecting the goliath people.

Quests: Whenever the welfare of one or more goliath tribes is at stake, Kavaki wants a cleric there. Kavaki's agents often send brave goliaths to rescue tribes captured by giants or otherwise endangered.

Prayers: Worshipers of Kavaki often use comparisons to venerate their deity or make a rhetorical point. For example, a prayer of praise might begin "Kavaki, you are taller than the mountains and more constant than the stars themselves."

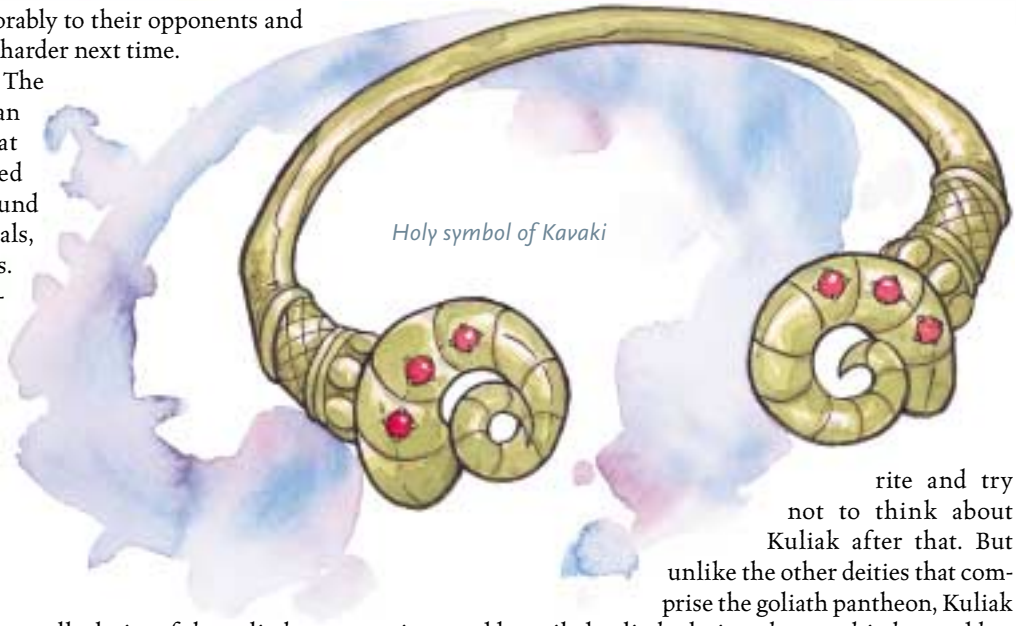
Shrines: A simple wooden shrine to Kavaki stands within sight of the main campfire in a goliath camp. A ram skull often rests atop it. The goliaths design shrines to Kavaki to be portable when disassembled, but particularly good mountain campsites have more permanent, stationary shrines.

Rites: Kavaki is called upon in rites that honor a new chieftain, bestow a new honorific on a goliath, or bless a new campsite. The most common rites involving Kavaki are the ceremonies after particularly important games or competitions. Speaking on behalf of Kavaki, the ceremony leader

compares the victors favorably to their opponents and exhorts all to strive even harder next time.

Herald and Allies: The herald of Kavaki is a titan with 20 Hit Dice that looks like a ram-headed goliath. His allies are hound archons, leonal guardinals, and hound archon heroes. (See the Deity Description Format sidebar on page 17 for further information about heralds and allies.)

Favored Weapon: Greatclub.



Holy symbol of Kavaki

KULIAK, THE DEAD GODDESS

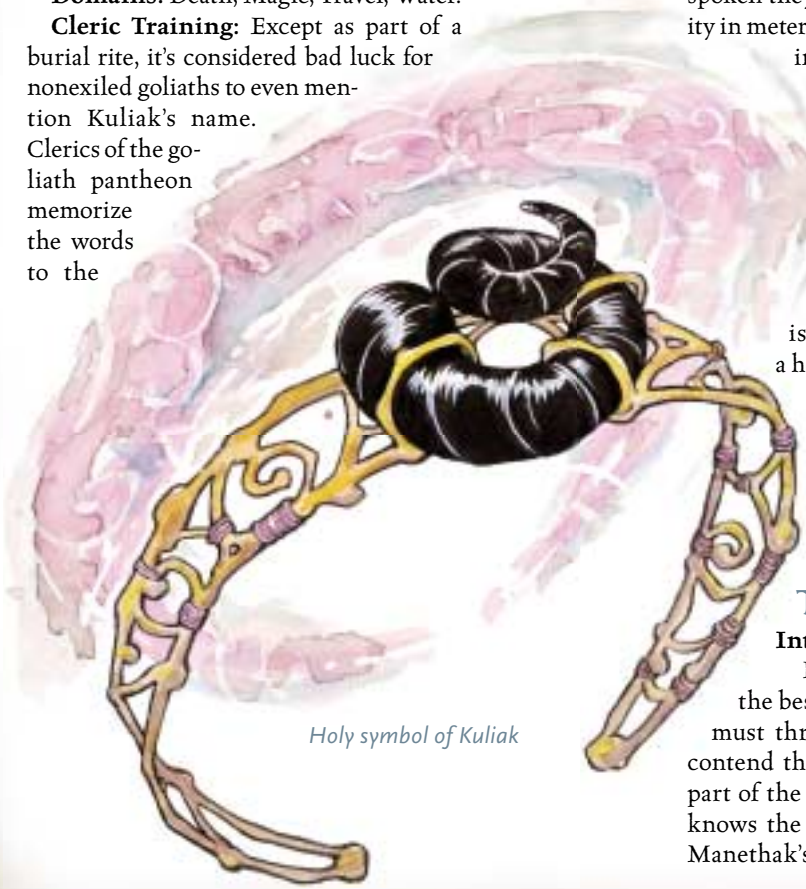
Demigod (Neutral)

When they speak of her at all, clerics of the goliath pantheon say that Kuliak was once the deity of mountain springs, but the other deities spurned her when she overslept and forgot to lead the goliath tribes to water. Now Kuliak is venerated only when a goliath dies. Additionally, exiled goliaths find comfort in Kuliak's tale, and many worship her rather than the rest of the goliath pantheon. Kuliak looks like a rail-thin, starving goliath.

Portfolio: The dead, exiles.

Domains: Death, Magic, Travel, Water.

Cleric Training: Except as part of a burial rite, it's considered bad luck for nonexiled goliaths to even mention Kuliak's name. Clerics of the goliath pantheon memorize the words to the rite and try not to think about Kuliak after that. But unlike the other deities that comprise the goliath pantheon, Kuliak is served by exiled goliath clerics who worship her and her alone. Because they are so widely scattered, her clerics have few specific teachings to impart and are eager for lore about their goddess.



Holy symbol of Kuliak

Quests: The dead occupy relatively little of Kuliak's attention, so she acts as a shepherd for the goliath exiles. If exiles are endangered, her followers spare no effort to rescue them and keep them safe.

Prayers: Kuliak's prayers are often sung, and even if spoken they have a singsong quality. They have no regularity in meter or theme, because worshiping Kuliak is such an individual pursuit.

Shrines: Kuliak has no formal shrines, but her worshipers sometimes gather at the graves of goliaths who died particularly heroic deaths.

Rites: As a counterpoint to the shunning that precedes most decisions to exile a tribe member, Kuliak offers a brief "rite of welcoming," in which someone is embraced three times when he or she enters a home or joins a group.

Herald and Allies: Kuliak's herald is an 18th-level goliath ghost barbarian. Her allies are Medium, Large, and Huge water elementals.

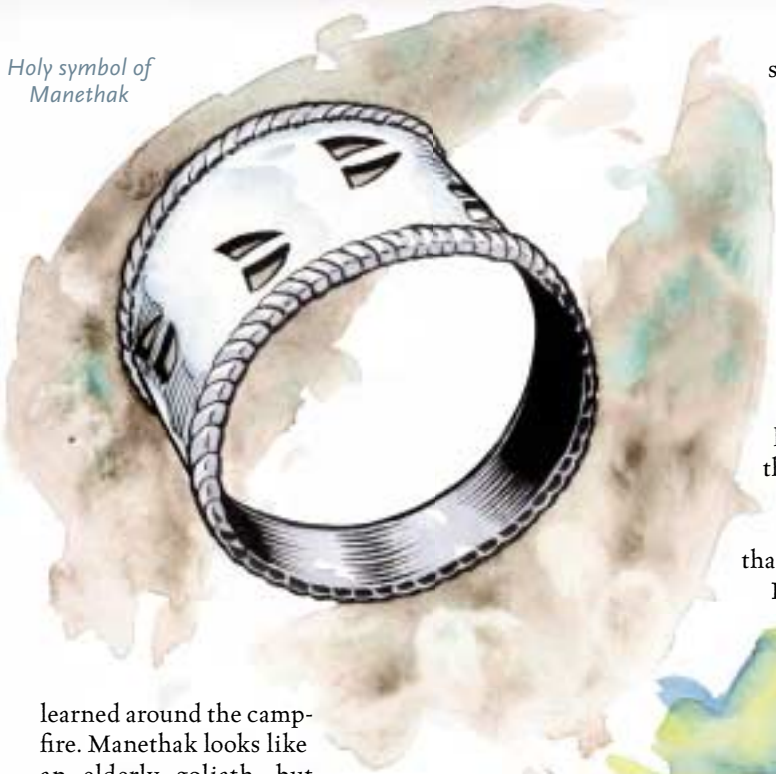
Favored Weapon: Morningstar.

MANETHAK, THE WISE HUNTER

Intermediate Deity (Neutral)

His clerics say that Manethak guides goliaths to the best game, although he teaches that "Each goliath must throw the spear himself." Manethak's followers contend that the search for game is the most important part of the hunt, and that the best hunter is the one who knows the most about his prey. When the hunt is over, Manethak's followers are the first to share what they've

Illus. by D. Crabapple



Holy symbol of Manethak

learned around the campfire. Manethak looks like an elderly goliath, but he is always depicted hunting, leaping, or performing some other action that leaves no doubt he's still spry.

Portfolio: Hunting, lore.

Domains: Animal, Knowledge, Luck.

Cleric Training: Many goliath hunters pray to Manethak, of course, but goliaths who take care to explain to others what they've learned on the hunt—the nuances of an elk's tracks or the feeding patterns of a cave bear—have taken Manethak's lessons to heart. Thus young clerics of the goliath pantheon practice aptitude as both hunters and teachers.

Quests: When a particularly dangerous monster threatens goliaths, Manethak often arranges for a hunting quest to slay it. Manethak is also eager to hunt down lost lore of the goliaths and artifacts of bygone ages.

Prayers: Prayers to Manethak take the form of a request or goal, followed by the means to achieve it. For example, a prayer said before butchering a carcass begins "May Manethak bless this animal for the good of the tribe. May he bless it as we separate flesh from bone, hide from meat."

Shrines: A flat rock where game is butchered serves as Manethak's shrine. Because food preparation is a messy job, the shrine usually isn't decorated.

Rites: Manethak's most well-known rite is the "ritual of the hunt," which concludes with the hunters briefly mimicking the movements and actions of their prey.

Herald and Allies: Manethak's herald is an old silver dragon with 28 Hit Dice. His allies are barghests, greater barghests, and elder arrowhawks.

Favored Weapon: Spear.

NAKI-UTHAI, THE BRAVE CLIMBER

Lesser Deity (Neutral)

Whenever goliaths reach a summit, pass, or high point safely, they offer thanks to Naki-Uthai, paragon of bravery and deity of climbing. Naki-Uthai urges his followers to push themselves to the limit and fear no great height or narrow ledge. Naki-Uthai is also known for having arms that hang down to the ground—all the better for reaching high handholds. Goliaths consider it heretical to depict Naki-Uthai descending rather than ascending.

Portfolio: Mountains, climbing, bravery.

Domains: Earth, Strength, Sun.

Cleric Training: Would-be clerics of the goliath pantheon learn about Naki-Uthai during an extended climbing expedition. As they scale sheer cliffs and inch their way along narrow ledges, the goliaths are expected to pray to Naki-Uthai and meditate on the value of bravery.

Quests: When something wonderful is rumored to lie just beyond the mountains or at the top of a particular peak, Naki-Uthai is the first to encourage an expedition there. Finding new lands for a goliath tribe and slaying a dragon that lairs on a mountain summit are typical quests associated with Naki-Uthai.

Prayers: Naki-Uthai's prayers are often in verse. Frequently, the first line or two is whispered, with each successive line delivered at greater volume until the prayer ends with a shout.

Shrines: By tradition, the first goliath to climb a mountain then builds a cairn or other marker that claims the peak

Holy symbol of Naki-Uthai

Illus. by D. Crabapple

for Naki-Uthai. Fierce mountain weather often destroys these shrines, so goliaths who reach a peak and don't find a shrine often make a pile of rocks just to be sure Naki-Uthai is represented on the mountain.

Rites: Naki-Uthai has ceremonies for starting a journey and reaching a mountain peak—and by extension, any geographical goal. He also has a call-and-response liturgy known as the "exhortation of bravery" that almost every goliath knows by heart.

Herald and Allies: Naki-Uthai's herald is a 7th-level storm giant barbarian. His allies are Medium, Large, and Huge earth elementals.

Favored Weapon: Heavy pick.

THELEYA, THE FERTILE ONE

Intermediate Deity (Neutral)

The goliath deity of fertility and growth, Theleya is given credit whenever a healthy baby is born or a particularly rich patch of berries is found. Theleya's clerics are often a tribe's best healers, midwives, and tent-mothers. Theleya is generally depicted as a pregnant goliath holding a gourd-rattle full of seeds.

Portfolio: Fertility, growth.

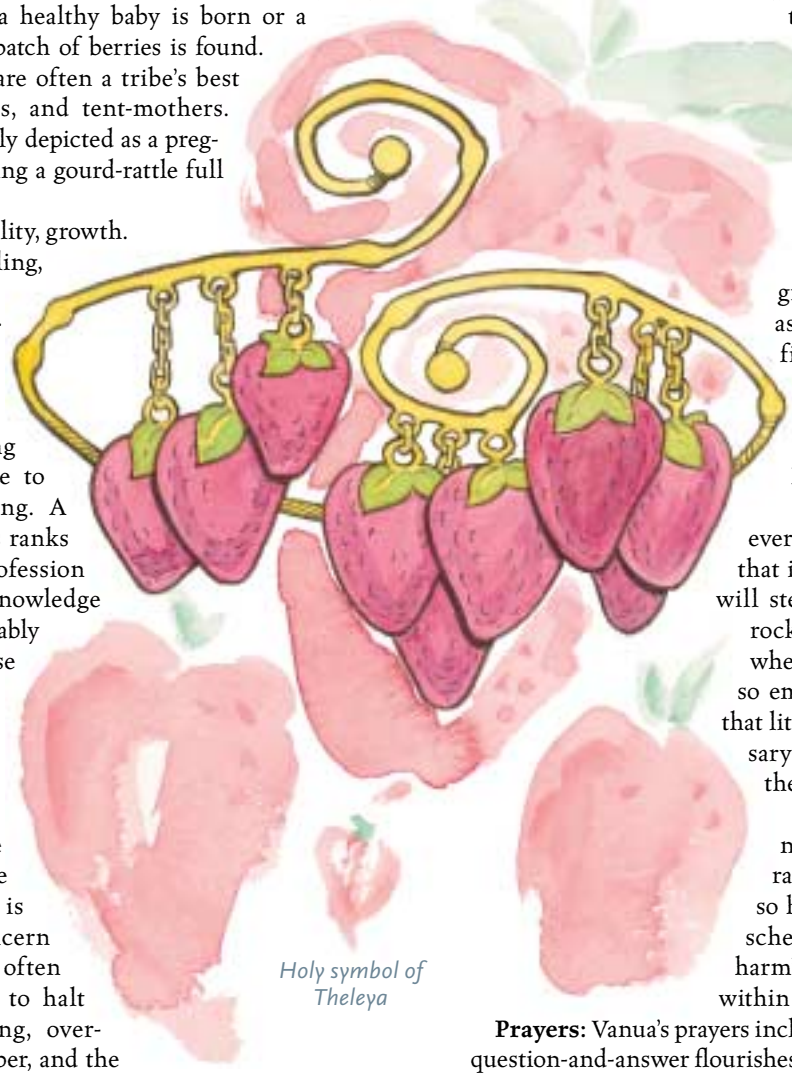
Domains: Healing, Magic, Plant.

Cleric Training: Tent-mothers are particularly fond of Theleya, so they pass along much of her lore to clerics in training. A goliath who takes ranks in the Heal, Profession (herbalist), or Knowledge (nature) skill probably learned about these skills in the context of Theleya's teachings.

Quests: Anything that endangers the fragile ecosystem that the goliaths rely on is of paramount concern to Theleya. She often bids adventurers to halt large-scale mining, overharvesting of timber, and the encroachment of civilization into goliath migration paths.

Prayers: Prayers to Theleya involve more rhythmic breathing than complete sentences. After several cleansing breaths, someone praying might simply say, "Intercede . . ." or "Bless . . ."

Illus. by D. Crabapple



Holy symbol of Theleya

Shrines: The tent-mother often keeps a small shrine to Theleya—often a wood-and-hide box full of seeds and dried berries.

Rites: Theleya probably has as many rites as the rest of the goliath pantheon put together. Her ceremonies honor the birth of a new goliath, bless each meal before it's consumed, and mark the passing of the seasons.

Herald and Allies: Thelaya's herald is a 20th-level goliath cleric. Her allies are bralani eladrins, couatls, and planetars.

Favored Weapon: Sickle.

VANUA, THE HARBINGER OF WOE

Lesser Deity (Neutral)

It is said that Vanua is behind every avalanche, hidden crevasse, and sudden winter storm. Vanua is also responsible for countless pranks against deity and mortal alike. Stories of Vanua's schemes are common in goliath folklore. While Vanua has a cruel, capricious streak, he's not evil. His clerics contend that only through misfortune and hardship will the goliath people grow stronger. Vanua appears as a pale white goliath with fiery eyes.

Portfolio: Natural disasters, misfortune.

Domains: Destruction, Fire, Trickery.

Cleric Training: Almost every goliath child is warned that if he doesn't behave, Vanua will steal him away or make the rock beneath his feet crumble when he's climbing. Vanua is so embedded in goliath folklore that little formal training is necessary to understand his role in the pantheon.

Quests: Vanua likes nothing better than to separate the weak from the strong, so his agents sometimes set up schemes that put goliaths in harm's way or create divisions within a healthy tribe.

Prayers: Vanua's prayers include a number of riddles and question-and-answer flourishes, such as "Who is the flutter in the elder's heart? Vanua!"

Shrines: Vanua's shrine is the goliath camp's main campfire. Sacrifices are simply thrown in the fire to burn.

Rites: Vanua has few rites, other than some brief ceremonies intended to bring misfortune to a spurned lover or other rival.

Herald and Allies: Vanua's herald is an efreeti with 30 Hit Dice. His allies are Medium, Large, and Huge fire elementals.

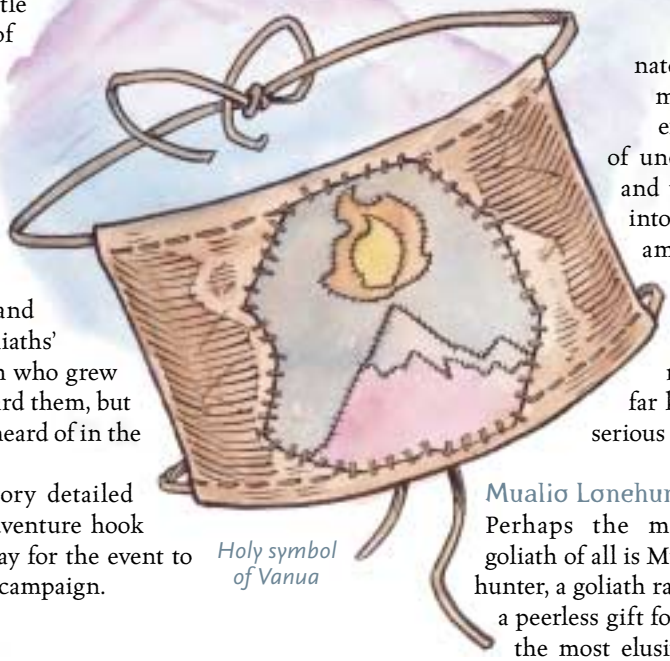
Favored Weapon: Heavy flail.

HISTORY AND FOLKLORE

Because they rarely travel beyond their mountain migrations, goliaths have had little influence on the events of the wider world—thus far. Nonetheless, when goliaths tell tales of their own history, they are as full of great heroes, perfidious villains, and epic struggles as the histories of other races.

The following events and people are central to the goliaths' oral tradition. Every goliath who grew up in a goliath tribe has heard them, but these stories are almost unheard of in the outside world.

Each bit of goliath history detailed below has an associated adventure hook that describes a possible way for the event to be worked into an ongoing campaign.



Holy symbol of Vanua

The Path into Icydark

Decades ago, a well-organized band of frost giants under the leadership of Jarl Raurekk roamed the mountains, hiring every able-bodied goliath they could find to build an ice fortress called Haladath. The giants promised the goliaths payment in gold, armor, and weapons. But when Haladath was ready, Raurekk's soldiers shackled the goliaths together and began marching them north through the mountains to a land where night conquered day. Many goliaths died along the way due to starvation, the bitter cold, or the cruelty of their captors. Some were forced to eat the corpses of the fallen to survive. None returned from the frozen north. Ever since, many goliath tribes honor their memory with a mournful chant to Kavaki delivered while the tribe faces north and weeps.

No one knows why Raurekk marched the goliaths north, nor their ultimate destination. A few goliath escapees and frost giant deserters told tales of the harrowing journey, but they didn't know the answers to several perplexing questions: Why did Raurekk build a fortress he never used? What led him into the darkness of the northern mountains? Why did he betray and imprison the goliaths?

Adventure Hook: The descendants and relatives of the missing goliaths want adventurers willing to walk the Path into Icydark and return their family members to them. Unfortunately, such an endeavor involves more than simply forming an expedition to the north. A cabal of undead controls Haladath now, and the few survivors of the Path into Icydark are widely scattered among goliath tribes and frost giant steadings. The mountains of the far north feature an array of hazards both natural and malevolent that have so far kept anyone from mounting a serious rescue effort.

Mualio Lonehunter

Perhaps the most famous goliath of all is Mualio Lonehunter, a goliath ranger with a peerless gift for stalking the most elusive game. For centuries, goliaths have told tales of Mualio

Mualio Lonehunter is a legend among the goliath tribes

Illus. by D. Crabapple & J. Jarvis

Lonehunter around the campfire. One tale describes how starving goliaths were about to succumb to hunger when Mualio crept into their camp with a gutted elk over each shoulder. Mualio's gift would have remained anonymous if not for a goliath toddler who peeked out from her tent at the right moment. Other stories speak of Mualio fighting the dark elves with his dwarf allies deep underground, visiting the cities of the humans, or searching unceasingly for an albino dire elk said to possess great intelligence and a measure of magic power. Some say Mualio is a demigod and a child of Kavaki himself, while others say he wears a crown made of antlers that keeps him forever young.

Adventure Hook: The characters meet an older goliath with powerful magic weapons and consummate stealth and tracking prowess. He reveals the secret that has ruled his life: He is the twenty-third goliath to call himself Mualio Lonehunter—each previous holder of the name chose a successor when he grewtoo old to hunt well. Now, the current Mualio isn't strong enough to continue his wanderings on behalf of the goliath people. He offers the antlered crown (a powerful magic item, though it doesn't actually bestow immortality) to a high-level goliath PC, but makes him swear an oath to protect a particular goliath tribe against the machinations of an evil wizard.

Vimak's Expedition

Vimak Seesfar, a renowned goliath hunter and tribal chieftain, spent an entire spring in the great tent-city of Thella-Lu (described later in this chapter) recruiting the bravest and strongest goliaths he could find for a journey "beyond the mountains to the golden fields of Kathalae." Whenever someone would win a race, a wrestling match, or a game of goat-ball, Vimak would be there with a sheaf of ancient parchments and a gleam in his eye. Almost every goliath jumped at the chance to join his expedition (for the prestige, if nothing else).

On the first day of summer three years ago, Vimak's expedition left Thella-Lu amid much fanfare. Vimak jealously guarded the parchments detailing his journey, so no one knew exactly where he was going. Some said he was heading west beyond the mountains to an unknown part of the continent. Still others speculated that Vimak's destination lay beyond the Material Plane itself, perhaps in some untroubled part of Ysgard, Elysium, or Celestia. No one has heard from Vimak's expedition since, although unscrupulous goliaths have been known to sell fake copies of Vimak's papers to the curious. The expedition is due to return this year, and the anticipation in Thella-Lu is palpable.

Adventure Hook: Kalakina Palehands, a badly wounded survivor from Vimak's expedition, limps into Thella-Lu and describes a game-rich land where diamonds litter the valley floor and each mountain peak has an ancient, empty city built from ivory and emerald. She says that just as a team hand-picked by Vimak was leaving to tell all goliaths of the discovery, heavily armed creatures with black and red carapaces fell from the sky and made war against Vimak's explorers. Kalakina escaped the invaders—or perhaps former residents of the land beyond the mountains—then survived many perils along the route to Thella-Lu. Despite her wounds, Kalakina sketched a map to the Land Beyond the Mountains. However, before she could detail the hazards of the journey, she disappeared before the very eyes of Thella-Lu's healer clerics.

The Broken Pact War

The origin of the violent feud between the Thaliak and Gonimalaka tribes is a matter of controversy, but goliaths on both sides agree that the feud will end only when one tribe and its allies defeat the last of their bitter foes. Occasionally the Broken Pact War settles down to the point where Thaliak-affiliated tribes are merely rivals of Gonimalaka tribes, but bloodshed soon erupts again. Many goliath tribes now spurn both Thaliaks and Gonimalakas because they don't want to be drawn into the war. Neither Thaliak- nor Gonimalaka-affiliated tribes are welcome in Thella-Lu for the same reason.

One of the most famous battles between the Thaliaks and Gonimalakas is the Ridge of Shirts, so named because a Gonimalaka-allied war party numbering nearly a thousand braved the spears of five hundred Thaliaks determined to hold a particular ridge. Because the day was so hot, goliaths on both sides stripped to their shirts, making it difficult to tell friend from foe. When night fell, it is said that only four Thaliaks and ten Gonimalakas had escaped death or grievous injury, and that lowland rivers ran red for a week. Only the fact that an unusual number of Thaliak and Gonimalaka females were pregnant at the time kept the tribes—and the Broken Pact War—from fading into history.

Adventure Hook: Even now, malevolent ghosts from both tribes haunt the Ridge of Shirts—not even death could end their bitter hate. Weapons and armor, including some powerful examples of dwarven craftsmanship, are strewn across the ridge. So far the ghosts have kept away those who would scour the battlefield for war trophies. Also, a goliath sorcerer who briefly visited the site contends that the Ridge of Shirts is now a portal that transports visitors to the Outer Plane of Ysgard.

Kunikithi Town

While almost all goliaths are mountain hunter-gatherers, the Kunikithi tribe settled permanently in the lowlands, keeping a promise to forever till the family farm of a human adventurer who befriended the tribe a generation ago. To keep this promise, the tribe built a typical village next to the farm—in goliath scale. From the doorways to the furniture, everything in Kunikithi Town is uncomfortably big for humans, elves, and dwarves. Gnomes and halflings seem to mind it less, since they're accustomed to clambering onto tall barstools and reaching up to grab door handles anyway.

After a difficult (and by some accounts humorous) transition, the Kunikithis have adapted to agricultural life rather

well. Each Kunikithi youth is sent back up into the mountains to join a tribe for a year; the Kunikithi "mayor chieftain" says the sojourn reminds the young of their alpine heritage. Adolescent Kunikithis generally hate it, although some find the nomadic life so appealing that they never return to Kunikithi Town.

Adventure Hook: The PCs visit this strange town where every villager and every structure is unaccountably large, and thus they learn about the goliaths. A reluctant Kunikithi youth might need an escort into the mountains, or a nearby town might not be understanding and accepting of their large neighbors, mistaking them for ogres or hill giants.

Schism of the Spirit

For centuries, druids have been the spiritual leaders of the goliaths, preaching the divine power of nature but still paying homage to Kavaki and the rest of the goliath pantheon. Goliath clerics were few and far between during this time, but in recent years those ranks have swelled. The clerics have been winning entire tribes over to their doctrine, which places much more emphasis on the goliath pantheon and less emphasis on nature worship.

Goliath druids realize their primacy in spiritual affairs is under challenge, so they're less than welcoming to visiting goliath cleric evangelists. Only rarely does a druid–cleric rivalry break out into an actual fight, but both sides do their utmost to win the hearts and minds of each goliath tribe. Plus, if one side can defeat the other in a fair competition or otherwise discredit their doctrine, so much the better. The more conservative druids listen to the teachings of Imikaula Moonshadow, a high-level druid who claims that many of the clerics don't truly worship Kavaki. Authagua Ramhorn is the de facto leader of the more militant clerics; she contends that the druids have kept too much divine wisdom and power for themselves.

Adventure Hook: Goliath clerics seeking adherents among the tribes of the Aman-Kaa Valley are going missing, and their comrades place the blame squarely at the feet of the druids. As an unaffiliated group, the PCs are asked by one of the tribal chiefs to solve the mystery, rescue the clerics, and bring the culprits to justice. Representatives of Imikaula and Authagua—or the leaders themselves, in a high-level adventure—complicate the PCs' investigations with their meddling.

Dwarflost

Ask goliaths why they all live in the mountains, and they quickly point out that not all goliaths do. Interestingly, every goliath proves the point with the same example: a set of tribes known as the Dwarflost. Brought near starvation by a high-mountain drought that drove away game and eliminated vegetation, the tribes followed a mountain spring to its source—an underground river. To their surprise, the tribes found that life was possible under the mountains as well as atop them. During that dry summer, they learned to forage for cavern mushrooms, hunt subterranean creatures, and make their way among the vast network of caves they found. As the seasons passed, they spent less and less time aboveground, eventually establishing an alliance with a nearby clan of dwarves. The dwarflost tribes maintain much of the traditional goliath way of life, but their pale skin and hunchback torsos mark them as different than alpine goliaths.

Adventure Hook: A powerful earthquake has closed the cave complex that connects the dwarflost tribes to the surface. While the dwarflost tribes can survive indefinitely underground, several influential tribes of surface-dwelling goliaths want the PCs to find a new pathway to them and reestablish contact. Their chieftains won't say why the dwarflost are so important, and rumors ascribe varying motivations for the mission. Some say the dwarflost were tiring of life underground, and the chiefs want to rescue them. Others say the dwarflost have a powerful goliath artifact in their possession, and yet others claim that a prophecy says that a dwarflost must marry into a surface-dwelling tribe to avert certain doom.

Uthanikalai

Among the goliaths, the story of the Uthanikalai tribe is often told as a cautionary tale about how jealousy can destroy tribal unity. As recently as twenty years ago, the Uthanikalais were regarded as the most powerful and prosperous goliath tribe. Members of the tribe were often among the winners in the games of Thella-Lu, and other tribes looked with envy on the Uthanikalais' riches (acquired through canny trading with the dwarves), prowess at hunting, and peerless ability to always predict where game and forage would be plentiful.

But today the Uthanikalais are no more, torn apart by the enmity of the tribal chief's two daughters, Kaelao and Anamoaka. Some say the two were rivals from birth, while others say a particularly handsome hunter from another tribe wooed both females, setting them against each other. Whatever the reason, Kaelao's and Anamoaka's schemes against each other escalated until the entire tribe was rent asunder. At first, the sisters' attacks were petty: Kaelao disparaged Anamoaka's ability to hunt, while Anamoaka wondered aloud about Kaelao's preoccupation with honey mead. Then Anamoaka's daughter was found dead in the infant tent one morning, and Kaelao's husband fell to his death during a cliff-race.

The two sisters began to enlist other members of the Uthanikalai tribe in their private war, and soon half the tribe was plotting the ruin of the other half. The tribe's clerics and druids dropped their own rivalry to try to avert the infighting, but the Uthanikalais had descended too far into a spiral of betrayal and revenge. One night, almost all the Uthanikalais died immediately after a great summer solstice feast. Clerics assigned to build a cairn over the entire campsite reported that the feast pot contained traces of at least four different poisons.

Adventure Hook: Kaelao and Anamoaka survived the poison feast, and today they both lead smaller tribes that are largely distrusted by any goliath who knows their

history. The prospect of a new Uthanikalai tribe exists; an adolescent goliath named Nanekath has come forth, claiming both Kaelao and Anamoaka as grandmothers (the result of a dalliance in Thella-Lu where neither paramour knew the other's heritage). Nanekath can claim his birthright by joining either tribe, somehow uniting them, or forming a new tribe from outcast goliaths—a tribe that recalls the past glories of the Uthanikalais of old.

LANGUAGE

The goliath language, Gol-Kaa, is structurally similar to modern-day English. Nouns don't have genders, there are three main tenses (past, present, and future), and modifiers such as adjectives and adverbs usually precede the words they modify. But unlike English, Gol-Kaa doesn't have articles; whether you're talking about "the wolf" or "a wolf" is made apparent through context. Goliaths speak Gol-Kaa in the active voice ("Kulagath climbed the mountain") almost exclusively. Using the passive voice ("the mountain was climbed by Kulagath") is grammatically torturous, so most goliaths don't bother.

Because Gol-Kaa is entirely phonetic, spelling out Gol-Kaa words with the Dwarven alphabet is easy—the language has no exceptions or unusual spellings. But because Gol-Kaa has only thirteen sounds, it has a limited supply of possible syllables. Thus, individual words tend to be rather long.

GOL-KAA PHRASEBOOK

The following Gol-Kaa phrases might come up at the gaming table with some regularity. Depending on your style of play, you can use the actual Gol-Kaa words or their English translations when you're playing a goliath PC.

Aulak thala kaua gamala. Literally translated as "Hunt the herd one animal at a time," this is a common goliath proverb urging caution, patience, and proper planning.

Kavalio . . . This is a shortened, corrupted form of *Kavaki kae lilio . . .*, which means, "May Kavaki grant that. . . ." It means "I hope that . . ." or "Please" in a formal setting.

Gath. This word has no meaning by itself, but it adds emphasis to whatever word precedes it. If *kea namala* means "I'm bleeding," then *kea namala gath* means "I'm bleeding profusely."

Gol ilakae kathana kulia. The literal translation is "Make sure your spear shaft is straight," but more broadly it means "Mind your own business, not mine."

Kuli gumatha goli kanakath. "My shoulder is at your back." This is a common promise of teamwork and an exhortation to greater deeds.

Gol maula kae. "You have exceeded me" is the word-for-word translation, but the expression is more commonly used to indicate concession to the victor in a contest, or as a particularly polite apology.

Goli lenamaka nae. Translated as "Keep your antlers up," this is a warning to be alert and perceptive.

Kuli ananaka kulae aulaka. "My heart is in my head." Originating with the sensation of feeling a blood-rush in the temples when a goliath is excited, this exclamation indicates excitement and anticipation.

Lothakal lanae lulakamana. Literally, this means "an elk in a berry-bush," but the goliaths use the expression to describe something that's exceptionally lucky or too good to be true. The idiom is based on goliath folklore about an elk with its antlers caught in the thorny vines of a blackberry bush, thus simultaneously providing meat and fruit for the evening feast.

Elieka kukanath mali kothek, naulae kukanath mali anemakua. "Fast goats provide drink, slow goats provide food." This is an exhortation to hurry, based on the goliaths' relationship with the mountain goats in their care. Many goliaths tame a small number of goats for their milk, but end up eating those goats that can't keep up (or even those that can, when game is scarce).

Kuthalam gailek, naua namamek thanea. "Respect the width, but don't fear the height." A goliath afraid of heights wouldn't last long as a mountain nomad, of course, but goliaths are appropriately careful when they're walking along a narrow cliff ledge. The proverb points out that the distance to the ground doesn't matter nearly as much as the width of the ledge you're balancing on.

Kauma nau emaka nauth. Literally, this means "The mountain doesn't climb itself." It reminds one to work hard, especially when beginning a new or difficult task.

Thaaval. Roughly translated as "rotten carcass," this is an all-purpose goliath curse. A rotten carcass is useless to a goliath, so this term is used to describe reactions ranging from disgust to exasperation to ridicule. The goliaths' use of the word *thaaval* is analogous to how humans use various synonyms for excrement.

GOLIATH NAMES

Goliaths have three names: a short first name, an honorific or nickname, and a long family name. Tribe members call each other by their middle names most of the time, using the first name in somewhat more formal settings and when identifying a goliath to someone outside the tribe. For example, a visitor to a goliath encampment would be introduced to the chieftain, Nakelath. That visitor wouldn't hear the tribe members call the chieftain Nakelath, but probably Swiftclimber instead. The family name is reserved for ceremonial situations and other times when one's heritage is significant.

Random Name Generation: Because the goliath language consists of thirteen phonetic sounds, constructing goliath names is relatively easy. First names have 1d3+1 syllables, while last names have 1d4+3 syllables. Make sure the last name ends in a vowel—keep adding syllables until it does.

Table 3–1 has two columns. Use the first column unless the previous syllable in the word ended in a consonant. If it did end in a consonant, use the second column.

Table 3–1: Gol-Kaa Syllables

d%	Syllable	Alternative	d%	Syllable	Alternative
01	a'a	ai	51	lo	i
02	ae	ae	52	loa	i
03	ag	ai	53	lu	i
04	ai	al	54	ma	io
05	ak	a	55	mae	il
06	al	a	56	mak	ith
07	am	a	57	mal	o
08	an	a	58	man	ith
09	ath	ae	59	math	o
10	au	a	60	mav	o
11	ea	am	61	mea	im
12	eg	al	62	mel	o
13	eth	am	63	moa	iak
14	ga	an	64	mu	o
15	gak	ath	65	mua	in
16	gal	aa	66	na	oa
17	gam	aa	67	nae	oa
18	gan	ath	68	nak	om
19	gau	an	69	nam	on
20	go	av	70	nan	on
21	goa	av	71	ne	o'o
22	gol	av	72	nea	o'o
23	gua	ath	73	ni	om
24	guv	ag	74	nil	ok
25	ia	e	75	noa	ok
26	ik	e	76	nu	ol
27	il	e	77	oa	oth
28	im	e	78	oak	oo
29	in	ea	79	oam	oo
30	ka	ea	80	ok	oth
31	kae	eth	81	ol	ov
32	kak	el	82	om	oth
33	kam	en	83	on	ov
34	kan	em	84	oth	ol
35	kath	en	85	ov	ov
36	kau	eo	86	tha	u
37	kav	eth	87	thak	u
38	ke	ea	88	thal	u
39	kea	el	89	thau	u
40	kel	eo	90	thea	u
41	ki	eth	91	ua	ua
42	kua	em	92	uk	ua
43	kul	ek	93	ul	ui
44	la	ev	94	um	ui
45	lak	ia	95	un	uth
46	lath	io	96	uth	ua
47	lav	ia	97	va	uth
48	le	ev	98	vae	uv
49	lea	i	99	vath	uv
50	li	i	100	vo	uu

To randomly determine a character's middle name, roll on Table 3–2. Then, roll twice on the indicated table. Reroll if you get a result that doesn't make sense or if you dislike the result.

Table 3–2: Goliath Honorific Sets

d%	Set
01–20	Table 3–3: Goliath Honorific Set 1
21–40	Table 3–4: Goliath Honorific Set 2
41–60	Table 3–5: Goliath Honorific Set 3
61–80	Table 3–6: Goliath Honorific Set 4
81–100	Table 3–7: Goliath Honorific Set 5

Table 3–3: Goliath Honorific Set 1

d%	Roll 1	Roll 2
01–10	Elk	Friend
11–18	Deer	Killer
19–26	Goat	Caller
27–36	Ram	Hunter
37–44	Falcon	Stalker
45–52	Boar	Gutter
53–60	Badger	Tamer
61–68	Wolf	Tracker
69–76	Marmot	Chaser
77–84	Pika	Trapper
85–92	Sparrow	Singer
93–100	Bear	Herder

Table 3–4: Goliath Honorific Set 2

d%	Roll 1	Roll 2
01–09	Steady	Climber
10–19	Swift	Leaper
20–28	Quick	Wrestler
29–37	Strong	Fighter
38–46	Brave	Slayer
47–55	Clever	Healer
56–64	Silent	Guard
65–73	Hidden	Runner
74–82	Dark	Strider
83–91	Tall	Scouter
92–100	Long	Packer

Table 3–5: Goliath Honorific Set 3

d%	Roll 1	Roll 2
01–08	Peak	Master
09–16	Summit	Champion
17–23	Valley	Teacher
24–30	River	Watcher
31–38	Avalanche	Finder
39–46	Cliff	Student
47–54	Cloud	Mapper
55–62	Sky	Father
63–69	Snow	Mother
70–76	Meadow	Child
77–84	Trail	Elder
85–92	Path	Seeker
93–100	Vista	Striver

Table 3–6: Goliath Honorific Set 4

d%	Roll 1	Roll 2
01–09	Horn	Weaver
10–18	Antler	Carver
19–26	Thread	Maker
27–34	Skin	Finder
35–43	Skull	Sharpener
44–51	Bone	Breaker
52–59	Fur	Gleaner
60–67	Paint	Sorter
68–75	Arrow	Builder
76–84	Spear	Blesser
85–92	Club	Shiner
93–100	Tent	Bearer

Table 3–7: Goliath Honorific Set 5

d%	Roll 1	Roll 2
01–08	Slow	Hand
09–16	Sure	Arm
17–24	Crafty	Ear
25–33	Keen	Eye
34–42	Death	Fist
43–50	Twisted	Leg
51–59	Scar	Face
60–67	Pale	Foot
68–75	Mottle	Grasp
76–83	Fast	Fingers
84–92	Steel	Grip
93–100	Flint	Mind

EXAMPLE TRIBE: THE KATHAALS

The Kathaals are a typical goliath tribe, content to spend their winters in the alpine meadows, then summering at higher elevations to avoid the heat and follow the game. While they don't follow the same path year after year, the Kathaals have fallen into a reliable pattern. Still, a number of challenges threaten the comfortable rule of chieftain Akala Fishstringer Kulie-Kamana—not the least of which is Akala's advancing age.

At any given time, the Kathaal tribe numbers between eighty and ninety goliaths. Of these, about ten are infants and toddlers; the rest spend their days hunting, foraging, and crafting new clothing and gear for the tribe. The average age of the tribe members is twenty-four, and at the age of fifty-five, Akala is by far the oldest member.

KATHAAL MIGRATION PATTERN

The Kathaal tribe maintains a stationary camp for two to four weeks, then spends anywhere from a few days to two weeks traveling. Their annual loop takes them across nearly a thousand miles of rugged mountain terrain, so it's not an easy life. Many goliath tribes live on the cusp of starvation. Luckily, the Kathaals are adept at maintaining their nomadic lifestyle, and they retain a stockpile of three to seven days' food on hand at any given time.

January: The Kathaals spend the coldest part of winter in low-elevation foothills. Their favorite place to camp is in a box canyon that opens in the direction of the prevailing winds. This choice of location keeps their campsite frigid and uncomfortable, but the winds disperse the smoke from their campfires, keeping them well hidden from the goblinoid tribes and meddlesome human bandits that also hole up in the hills. This is the toughest month for finding food; the Kathaals subsist on dried meat and root mash, with only occasional fresh game. Characters who meet the Kathaals at this point will find them extremely cautious toward interlopers. Once the PCs have gained the Kathaals' trust, however, the goliaths happily trade goods or services for food.

Adventure Hook: The Kathaals, near starvation, attempt to waylay the PCs and take their food. They pull their punches to avoid killing PCs, unless the PCs kill one of them first.

February: With the first rains, the Kathaals move to a series of camps just above the tree line or within the forest itself if the higher elevations experienced heavy snowfall earlier that winter. When the alpine forests get significant moisture, the goliaths enjoy a special bounty: mushrooms. Seemingly overnight, a half-dozen varieties of edible mushrooms sprout in the forest, and the Kathaals do their best to pick the woods clean. Although they are at home in the mountains, the goliath hunters and foragers are also competent at woodcraft, so PCs in the woods might find themselves surprised by a team of Kathaal mushroom-pickers or deer-hunters. The omnipresent cold rain can lead to a dreary existence for goliaths cooped up in the forest, so the Kathaals will be particularly welcoming to strangers who promise entertainment, as long as they pose no obvious danger.

Adventure Hook: PCs wandering the forest come to the Kathaal campsite around suppertime and are invited to play drink-and-tell with the bored, morose goliaths. If they do well, the goliaths provide information about the forest's dangers and maybe even a guide.

March: As soon as the snow melts from key passes in the foothills, a halfling trade caravan visits the Kathaals at a camp called Mirror Lake. The halflings trade metal tools, luxury items, and arrowheads for mushrooms the Kathaals have gathered, as well as examples of artisanship that talented goliaths have been working on all winter, such as embroidered blankets, fur coats, and intricate wooden carvings. Characters who meet the Kathaals at Mirror Lake find them anxious for word of the halflings and increasingly worried if they think they are lingering at the lake too long. The lake isn't an easy place to defend from a nearby tribe of ogres. Last year, it was the site of a major battle that ended in the death of eight goliath warriors.

Adventure Hook: The PCs arrive at Mirror Lake just as the ogres attack, and they must choose sides—or a nervous combatant will choose sides for them.

April: The herds of elk, deer, and mountain goats are on the move to higher ground, and so are the Kathaals. The tribe rarely stays in the same place for more than two days, although the amount of snow left on the trail can place a limit on their progress. This is one of the better hunting times for the tribe, so fresh meat is plentiful—a refreshing change from the winter fare of dried meat, day after day. The Kathaals often spend a few weeks tracing the Leviak River to its source, trapping spawning salmon in nets and hunting the occasional bear. The Kathaals preserve any extra food by smoking it, because they know they can trade it next month. Because almost half the days this month are spent traveling, it's more likely that PCs encounter either an advance scouting party or the entire tribe moving en masse.

Adventure Hook: Characters fording the Leviak River accidentally frighten the fish away from a goliath net. They have to talk or fight their way past angry goliaths who don't want to go back to camp empty-handed.

May: The Kathaals' migration path takes them near an egress point to a cave complex ruled by the Brightdagger

clan of dwarves. Akala makes it a point to visit the dwarves near the end of the month to trade meat and fish for weapons, armor, and other metal goods. The tribe is happy to visit the Brightdaggers for two reasons: Every goliath is pleased to have a sharp new axe, and they are all glad to be rid of the overstuffed packs of food that Akala insisted they carry with them to trade with the dwarves. This month finds the Kathaals quite welcoming of visitors who offer trade, although the goliaths can afford to be cagey bargainers because they know they can look forward to trading with the dwarves.

Adventure Hook: Traveling underground, the characters encounter a very nervous band of torch-bearing goliaths, heavily laden with meat and fish. The goliaths don't know it, but they took a wrong turn on their way to the Brightdagger clan.

June: The Kathaal tribe spends most of the month in the Five Lakes Basin, a valley accessible only after a treacherous climb. The fruitful hunting and foraging makes the climb worth it. Many goliath tribes know about the Five Lakes Basin, so the Kathaals sometimes share a campsite with an allied tribe or find themselves fighting a rival tribe over a particularly good hunting area or water source. If encountered this month, the Kathaals are generally friendly, but alert to anyone who poaches on "their" territory and eager to defend it from interlopers.

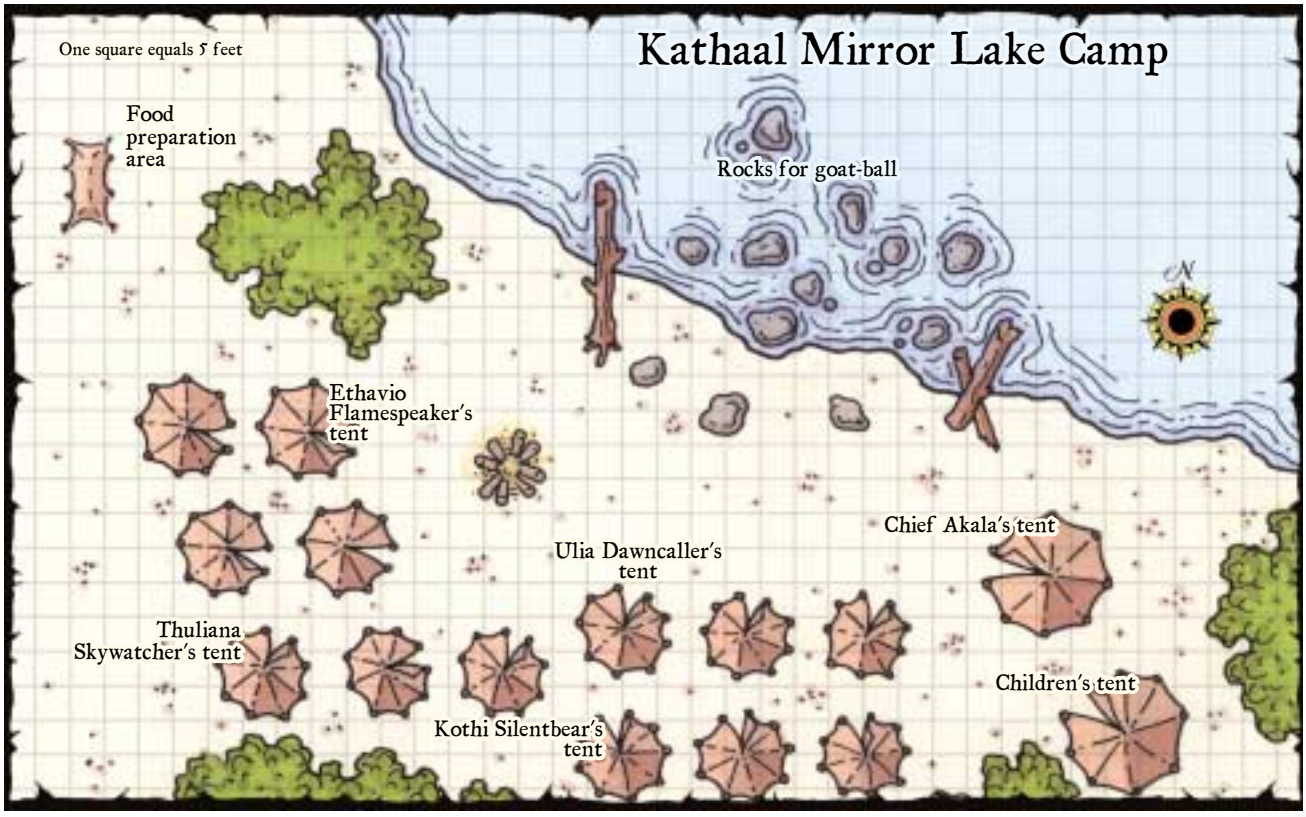
Adventure Hook: The PCs come across a pitched battle between a Kathaal hunting team and a team from a rival tribe. The Kathaals are defending a brace of gutted elk hanging from a tree.

July: When Akala thinks Five Lakes Basin is growing too crowded, the Kathaal tribe climbs out to a series of high alpine meadows. This month marks the peak growth of many berries and edible roots, but the available game is widely dispersed. Thus, the Kathaal diet is mostly vegetarian at this stage. The Kathaals range higher than most goliath tribes, so they don't face competition for foraging. The tribe has a fair amount of leisure time this month, since food is plentiful and the weather is mild. The Kathaals are startled by any PCs they encounter this month, because so few people, goliath or not, climb this high.

Adventure Hook: The characters must contend with an avalanche (see page 90 of the *Dungeon Master's Guide*) accidentally started by a goliath cliff-race far above them. From the PCs' perspective, the avalanche might not look like an accident.

August: After a tricky series of descents from the high country, the Kathaal tribe comes to the great goliath tent-city of Thella-Lu (described later in this chapter). They spend two to four weeks there engaging in sport, religious celebration, and interaction with the other tribes. Akala spends most of his time conferring with other chieftains about game migrations, and the hunting reports he hears determine how long the tribe remains in the city. Once the tribe bids farewell to Thella-Lu for another year, it continues its slow descent from the mountains.

Adventure Hook: When the PCs arrive in Thella-Lu, they're offered a hot meal among the Kathaals in exchange for a detailed description of the flora and fauna they've encountered on their travels.



September: The autumn season begins with as much hunting as Akala can manage, because the month ends with another trading visit to the Brightdagger clan. The nature of the weather determines how successful the hunting is, and thus how long the tribe tarries among the dwarves. Even if the hunting has been poor, Akala makes at least a brief visit to the Brightdaggers to offer some token trades. Whether encountered before or after the Brightdagger visit, the tribe tends to be hospitable in September; everyone knows that a long winter is coming, so any diversion is welcome.

Adventure Hook: The characters encounter a contingent of Kathaals on their way to visit the Brightdaggers. The PCs are invited to travel along and meet the dwarf clan.

October: This month marks the best hunting of the year, because the herd animals are rutting and easier to approach. The tribe focuses on getting as much hunting and skinning done as possible this month, in preparation for the long winter. If hunting is particularly good, Akala either sends a contingent back uphill to trade one last time with the Brightdaggers, or he sends food downhill to be buried in caches for winter. How the Kathaals react to strangers this month depends on how the hunting is going. They react poorly to anything that threatens their ability to hunt, but PCs who can help bring back game are quickly befriended.

Adventure Hook: The PCs come across a team of goliath hunters brandishing weapons in their general direction. If the characters don't attack right away, they notice the brown bear behind them—the goliaths' true target.

November: The snows fall in earnest this month, so the descent from the high country becomes a race to stay ahead of the high-elevation blizzards. Akala relies heavily on advice from Thuliana, the tribe's skywatcher, to avoid getting the whole tribe foundered in heavy snow. The tribe tends to be inhospitable this month, since they have a pace to keep and they're trying to eke every last morsel of food out of their environment.

Adventure Hook: A heavy snowfall has left a column of the Kathaal tribe unable to outrun a rampaging pair of remorhazes. If the PCs defeat the remorhazes, Akala and the rest of the tribe are exceedingly grateful.

December: As part of a promise Akala made years ago to his now-deceased uncle, the Kathaal tribe sends a war party east as soon as they reach lower elevations. They stealthily march to a rift valley held by a frost giant jarl who imprisoned an entire tribe of goliaths years ago (see the History and Folklore section earlier in this chapter). Each year, the Kathaals raid the frost giants' fortress, then retreat into the snowy foothills before the giants can retaliate. Sending a war party this year is one of Akala's most controversial decisions, because last year a frost giant tracker followed the raiders back to the Kathaal camp. She was slain only at the cost of nine tribe members, and many Kathaals worry that the frost giants will be waiting for the raiders this year. The tribe will be grateful to PCs who want to accompany them on this raid.

Adventure Hook: The PCs encounter the raiders on their way to the rift valley. The tribe is somewhat depleted of capable warriors, so the goliaths might offer the PCs all the treasure they can grab if they join the raiders.

IMPORTANT KATHAAL MEMBERS

The following NPCs are important members of the Kathaal tribe.

Akala Fishstringer Kulie-Kamana

Akala is getting old, and he knows it. But he still believes that he's the best hope of the Kathaal tribe's surviving (and, indeed, thriving) for another year. Unlike most goliaths, Akala finds that he's getting bolder with each advancing year. His wife, Ithikea Charmweaver, tells him he's being reckless because he wants to die in combat or by accident, rather than suffering the gradual decline of old age and exile. Akala says she's half right: He knows his time as chieftain is running out, and he wants to make sure the tribe is in the best possible shape before he walks away from the campfire one last time. Akala also knows that the tribe has no clear successor to his position, so he's starting to eye potential candidates.

Akala earned his honorific when the tribe first found the path along the Leviak River. Young Akala proved adept at net fishing and brought back a string of salmon so heavy he could barely carry it.

Akala Fishstringer Kulie-Kamana: Male goliath barbarian 12; CR 13; Medium monstrous humanoid; HD 12d12+24; hp 107; Init –1; Spd 30 ft.; AC 19, touch 10, flat-footed 19; Base Atk +12; Grp +20; Atk +18 melee (3d6+7/19–20/×3, Large *+1 greataxe*); Full Atk +18/+13/+8 melee (3d6+7/19–20/×3, Large *+1 greataxe*); SA greater mountain rage 4/day; SQ fast movement, fortification, goliath traits, illiteracy, racial substitution levels (barbarian 1st, 5th, 7th), skin of stone, trap sense +4, uncanny dodge; AL CG; SV Fort +12, Ref +5, Will +10; Str 18, Dex 8, Con 14, Int 10, Wis 14, Cha 16.

Skills and Feats: Climb +8, Diplomacy +8, Gather Information +6, Intimidate +11, Jump +8, Listen +8, Sense Motive +9, Survival +12; Cleave, Iron Will, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe).

Greater Mountain Rage (Ex): Four times per day, Akala can enter a greater mountain rage that lasts for 8 rounds. The following changes are in effect as long as he rages: Large monstrous humanoid; hp 131; AC 16, touch 7, flat-footed 16; Grp +23; Atk +20 melee (3d6+11/19–20/×3, Large *+1 greataxe*); Full Atk +20/+15/+10 melee (3d6+11/19–20/×3, Large *+1 greataxe*); Space/Reach 10 ft./10 ft.; SV Fort +15, Will +13; Str 24, Con 20; Climb +11, Jump +11. Akala can still wield only Large weapons. At the end of his rage, Akala is fatigued for the duration of the encounter.

Fortification (Ex): Akala's tough hide negates critical hits or sneak attacks that successfully hit him 25% of the time. Damage is instead rolled normally.

Goliath Traits (Ex): Akala's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Akala can make standing long jumps and high jumps as if they were running long jumps and high jumps.

He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Akala is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Skin of Stone (*Ex*): Akala has damage reduction 4/ adamantine.

Trap Sense (*Ex*): Against attacks by traps, Akala gets a +4 bonus on Reflex saves and a +4 dodge bonus to Armor Class.

Uncanny Dodge (*Ex*): Akala can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +3 breastplate, Large *+1 greataxe, amulet of natural armor +1, circlet of persuasion, cloak of resistance +2, ring of protection +1, 2 potions of cure serious wounds,* 143 pp.

Thuliana Skywatcher Avaelakumatha

In many tribes, the skywatcher druid is a rival to the chieftain, subtly or overtly questioning the choices the chieftain makes. This is not the case among the Kathaal tribe. Thuliana harbors a secret love for Akala and helps him however she can. Thuliana knows she can never take Akala from Ithikea's tent, but she can't help hoping that something might bring Akala into her arms.

Thuliana doesn't challenge Akala's rule, but she is a conservative druid. She engineered the shunning and eventual exile of a young pantheist cleric last year, an act that no one knows about but that causes her much guilt.

Thuliana Skywatcher Avaelakumatha: Female goliath druid 9; CR 10; Medium monstrous humanoid; HD 9d8+18; hp 63; Init –1; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +14; Atk +8 melee (1d8+1/18–20, Large masterwork scimitar); Full Atk +8/ +3 melee (1d8+1/18–20, Large masterwork scimitar); SA —; SQ earth companion, elemental bond, goliath traits, link with companion, nature sense, racial substitution levels (druid 1st, 6th), resist nature's lure, share spells, trackless step, venom immunity, wild empathy +13 (+9 magical beasts), wild shape 3/day (Small, Medium, or Large animal), woodland stride; AL NG; SV Fort +10, Ref +4, Will +11; Str 12, Dex 8, Con 14, Int 13, Wis 17, Cha 14.

Skills and Feats: Concentration +11, Diplomacy +11, Handle Animal +8, Jump –7, Knowledge (nature) +13, Listen +11, Ride +1, Sense Motive +8, Spellcraft +7, Spot +11, Survival +13 (+15 in aboveground natural environments); Alertness, Natural Spell, Negotiator, Track.

Earth Companion (*Ex*): Thuliana has a wolf with the earth subtype as an animal companion. This creature is a loyal companion that accompanies Thuliana on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Darkscouter: Wolf animal companion; CR —; Medium magical beast (earth); HD 6d8+18 plus 3; hp 48; Init +2; Spd 50 ft., burrow 10 ft.; AC 21, touch 12, flat-footed 19; Base Atk +4; Grp +7; Atk +8 melee (1d6+3, bite); Full Atk +8 melee (1d6+3, bite); SA earth mastery, trip; SQ bonus tricks, damage reduction 5/ magic, devotion, evasion, low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 17, Dex 15, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +4, Listen +5, Move Silently +5, Spot +5, Survival +1 (+5 when tracking by scent); Alertness, Toughness, Track[B], Weapon Focus (bite).

Earth Mastery: Darkscouter gains a +1 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the companion takes a –4 penalty on attack rolls and damage rolls.

Trip (*Ex*): A wolf that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Bonus Tricks: This wolf is capable of learning three tricks in addition to any that Thuliana might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the creature. Thuliana selects these bonus tricks, and once selected, they can't be changed.

Devotion (*Ex*): Darkscouter has a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (*Ex*): If Darkscouter is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Scent (*Ex*): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Elemental Bond (*Ex*): When casting a *summon nature's ally* spell to summon a creature with the earth subtype, Thuliana may treat the spell as if it were the next-higher-level version of that spell. Thuliana can't summon air, fire, or water creatures.

Goliath Traits (*Ex*): Thuliana's physical stature lets her function in many ways as if she were one size category larger, including using weapons designed for a creature one size larger. Thuliana can make standing long jumps and high jumps as if they were running long jumps and high jumps. She can engage in accelerated climbing without taking the –5 penalty on the Climb check. Thuliana is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Link with Companion (*Ex*): Thuliana can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Resist Nature's Lure (*Ex*): Thuliana gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (*Ex*): Thuliana may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (*Ex*): Thuliana leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (*Ex*): Thuliana is immune to all poisons.

Wild Shape (*Su*): Thuliana can change into a Small, Medium, or Large animal and back again three times per day, as per the *polymorph* spell. This ability lasts for 9 hours or until she changes back.

Woodland Stride (*Ex*): Thuliana can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect Thuliana.

Druid Spells Prepared (6/5/5/4/2/1; save DC 14 + spell level): 0—*detect magic* (2), *detect poison, know direction, light, read magic*; 1st—*cure light wounds, entangle, longstrider, obscuring mist, speak with animals*; 2nd—*animal messenger, barkskin, delay poison, hold animal, tree shape*; 3rd—*cure moderate wounds, plant growth, speak with plants, stone shape*; 4th—*control water, cure serious wounds*; 5th—*commune with nature*.

Possessions: +1 hide armor, +1 light wooden shield, Large masterwork scimitar, *cloak of resistance +2, ring of protection +1,* 2 *potions of cure serious wounds,* scroll of *reincarnate,* scroll of *wall of fire,* 80 pp, 3 gp.

Kothi Silentbear Vathakanama

Kothi is the tribe's best hunter and warrior. He would be next in line to be chieftain if he didn't express his disdain for leadership loudly and frequently. Akala occasionally picks him as captain of a hunting team, but the whole tribe knows they'll have to endure a day of grumbling afterward. Kothi is also one of the tribe's most enthusiastic athletes, eager to engage in a cliff-race, wrestling match, or game of goat-ball. He's a good sport once the contest is over, but during a game or race he often taunts and jests with his opponents.

Kothi's honorific is actually a tribal in-joke. He might be as strong as a bear, but he's hardly silent when he has an opinion to share.

Kothi Silentbear Vathakanama: Male goliath ranger 8; CR 9; Medium monstrous humanoid; HD 8d8+16; hp 55; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +8; Grp +17; Atk +14 melee (2d6+6/19–20, Large *+1 longsword*); Full Atk +12/+7 melee (2d6+6/19–20, Large *+1 longsword*) and +12/+7 melee (1d8+2/×3 Large masterwork handaxe); SA favored enemy giants +2, favored enemy magical beasts +4, improved combat style (two-weapon combat); SQ animal companion, goliath traits, link with companion, share spells, swift tracker, wild empathy +9 (+5 magical beasts), woodland stride; AL CN; SV Fort +8, Ref +6, Will +6; Str 20, Dex 10, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +15, Hide +13, Jump +15, Knowledge (geography) +6, Knowledge (nature) +8, Listen +9, Move Silently +9, Search +7, Sense Motive +4, Spot +16, Survival +14 (+16 to avoid getting lost, in aboveground natural environments, or when following tracks); Alertness, Endurance[B], Improved Two-Weapon Fighting[B], Iron Will, Stealthy, Track[B], Two-Weapon Fighting[B].

Favored Enemy (*Ex*): Kothi gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Animal Companion (*Ex*): Kothi has an eagle as an animal companion. This creature is a loyal companion that accompanies Kothi on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Trailwatcher: Eagle animal companion; CR —; Small magical beast; HD 3d8+3; hp 16; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17, touch 14, flat-footed 14; Base Atk +2; Grp –2; Atk +6 melee (1d4, talon); Full Atk +6 melee (1d4, 2 talons) and +1 melee (1d4, bite); SA —; SQ bonus tricks, evasion, low-light vision; AL N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +16; Alertness, Weapon Finesse.

Bonus Tricks: Trailwatcher is capable of learning two tricks in addition to any that Kothi might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the creature. Kothi selects these bonus trick, and once selected, they can't be changed.

Evasion (*Ex*): If Trailwatcher is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Goliath Traits (*Ex*): Kothi's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Kothi can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Kothi is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Link with Companion (*Ex*): Kothi can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Share Spells (*Ex*): Kothi may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on his animal companion.

Swift Tracker (*Ex*): Kothi can track at normal speed without taking the usual –5 penalty, or can track at double speed at only a –10 penalty.

Woodland Stride (*Ex*): Kothi can move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect Kothi.

Ranger Spells Prepared (2/1; save DC 12 + spell level): 1st—*entangle, longstrider*; 2nd—*barkskin*.

Possessions: +1 chain shirt, Large *+1 longsword,* masterwork handaxe, *eyes of the eagle, cloak of elvenkind, wand of cure light wounds* (19 charges), *potion of bear's endurance,* 1 pp, 9 gp.

Ulia Dawnsinger Vathakanama

With her diligent patrols and clever perimeter traps, Ulia has probably saved tribe members' lives more than any other Kathaal. In a typical week, she fends off three attacks from wild animals, goblinoids, or marauding monsters—often without even waking up the rest of her tribe.

Ulia often takes younger warriors under her tutelage, teaching them the finer points of stealth and warcraft. She was greatly disheartened last winter when many of her pupils didn't come back from the frost giant raid. She is watching Akala closely for signs of weakness, because she still holds a grudge over the many burial cairns she helped build that winter.

Ulia is Kothi's brother and one of his biggest rivals on the sporting pitch. She generally bites her tongue rather than respond to Kothi's taunts.

Ulia Dawncaller Vathakanama: Female goliath rogue 3/bard 3/dawncaller 5; CR 12; Medium monstrous humanoid; HD 1d6+3 plus 2d8+6 plus 3d6+9 plus 5d8+15; hp 81; Init +3; Spd 30 ft.; AC 22, touch 14, flat-footed 19; Base Atk +9; Grp +14; Atk +11 melee (2d6+1/19–20, Large masterwork longsword) or +15 ranged (1d8+1/×3, Large masterwork composite shortbow); Full Atk +11/+6 melee (2d6+1/19–20, Large masterwork longsword) or +15/+10 ranged (1d8+1/×3, Large masterwork composite shortbow); SA sneak attack +2d6; SQ bardic knowledge 4, bardic music 8/day (countersong, *fascinate,* inspire competence, inspire courage +2, inspire stamina), darkvision 60 ft., goliath traits, mettle of mountains, racial substitution levels (rogue 2nd, 3rd), trapfinding, wild sense +1; AL CN; SV Fort +11, Ref +14, Will +6; Str 12, Dex 16, Con 16, Int 12, Wis 10, Cha 14.

Skills and Feats: Appraise +1 (+3 for traps), Climb +9, Craft (trapmaking) +9, Diplomacy +4, Disable Device +10, Hide +11, Jump +9, Knowledge (geography) +6, Knowledge (nature) +8 (+9 in aboveground natural environments), Listen +10, Move Silently +11, Perform (sing) +16, Search +10, Sense Motive +10, Spot +10, Survival +8 (+10 to keep from getting lost or for avoiding hazards, or +11 in aboveground natural environments); Alertness, Point Blank Shot, Stealthy, Weapon Focus (shortbow).

Sneak Attack (Ex): +2d6 points of damage against flat-footed opponents within 30 feet, or against targets Ulia is flanking. Creatures that do not have a discernible anatomy or that are immune to extra damage from critical hits are immune to sneak attacks.

Countersong (Su): Ulia can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of her who is affected by a sonic or language-dependent magical attack may use her Perform check result in place of his or her saving throw, if desired. Countersong lasts for 10 rounds.

Fascinate (Sp): Ulia can cause up to three creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, –4 penalty on skill checks made as reactions, such as Listen and Spot checks). Ulia's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts for 8 rounds.

Goliath Traits (Ex): Ulia's physical stature lets her function in many ways as if she were one size category larger, including using weapons designed for a creature one size larger. Ulia can make standing long jumps and high jumps as if they were running long jumps and high jumps. She can engage in accelerated climbing without taking the –5 penalty on the Climb check. Ulia is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide.*

Inspire Competence (Su): An ally within 30 feet who can see and hear Ulia gets a +2 competence bonus on skill checks for as long as he or she can hear the music. Inspire competence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Ulia herself) who can hear Ulia receive a +1 morale bonus on saves against charm and fear effects, and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear Ulia.

Inspire Stamina (Su): Ulia can sing to refresh her tired allies. While she sings and for 8 minutes thereafter, Ulia and allies within 30 feet who can hear her song can ignore all negative effects of fatigue or exhaustion.

Mettle of Mountains (Ex): If Ulia is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trapfinding: Ulia can find, disarm, or bypass traps with a DC higher than 20. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Bard Spells Known (3/2; save DC 12 + spell level): 0—*detect magic, know direction, lullaby, message, read magic, summon instrument;* 1st—*cure light wounds, expeditious retreat, feather fall.*

Possessions: +1 mithral shirt, +1 mithral buckler, Large masterwork composite shortbow (+1 Str bonus), Large masterwork longsword, *gloves of Dexterity +2, amulet of natural armor +1, cloak of resistance +1, lesser bracers of archery, ring of protection +1, wand of cure light wounds* (42 charges), *potion of fly,* 79 pp.

Ethavio Flamespeaker Anakathami

Ethavio is the Kathaal tribe's only wizard—and, because he's the only one with parchment, its default scribe and historian as well. Ethavio learned wizardry from the halflings. He spent a year traveling with a halfling trade caravan when a severe stomach flu forced the Kathaal tribe to leave him behind. He rejoined the tribe two years ago, after waiting for the tribe to return to Mirror Lake in the spring. He is one of Akala's favorites, and the tribe leader regards Ethavio's return as a good omen for following the same migration pattern every year.

While the tribe welcomed him back with open arms, Ethavio is still a bit distant from the other Kathaals. Being left behind, though necessary, was painful, and few of his tribe have any interest in the arcane arts. Ethavio has been performing cantrips for the tribe's children whenever he can, hoping to lure one of them into becoming an apprentice.

Ethavio Flamespeaker Anakathami: Male goliath transmuter 6; CR 7; Medium monstrous humanoid; HD 6d4+18; hp 34; Init –1; Spd 30 ft.; AC 10, touch 9, flat-footed 10; Base Atk +3; Grp +8; Atk +4 melee (1d8+1, Large quarterstaff); Full Atk +4 melee (1d8+1, Large quarterstaff); SA —; SQ goliath traits; AL LN; SV Fort +6, Ref +2, Will +7; Str 12, Dex 8, Con 16, Int 18, Wis 13, Cha 12.

Skills and Feats: Concentration +7, Craft (armorsmithing) +8, Craft (weaponsmithing) +8, Decipher Script +8, Knowledge (arcana) +11, Knowledge (history) +8, Knowledge (local) +8, Profession (scribe) +3, Sense Motive +3, Spellcraft +15; Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item[B], Scribe Scroll[B], Spell Focus (transmutation).

Goliath Traits (Ex): Ethavio's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Ethavio can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Ethavio is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Wizard Spells Prepared (5/5/5/4; save DC 14 + spell level, 15 + spell level for transmutation spells): 0—*detect magic* (2), *mage hand, prestidigitation, read magic;* 1st—*animate rope*, comprehend languages, mage armor, magic missile* (2); 2nd—*alter self*, detect thoughts, pyrotechnics*, web, whispering wind**; 3rd—*dispel magic, fireball, fly*, tongues.*

*These spells belong to the school of transmutation, which is this character's specialty. Prohibited schools: illusion and necromancy.

Spellbook: 0—all except *ghost sound, disrupt undead, touch of fatigue;* 1st—*animate rope, comprehend languages, feather fall, grease, identify, mage armor, magic missile;* 2nd—*alter self, detect thoughts, pyrotechnics, web, whispering wind;* 3rd—*dispel magic, fireball, fly, tongues.*

Possessions: Large quarterstaff, *headband of intellect +2, bracers of armor +1, cloak of resistance +1, potion of bear's endurance, potion of cure moderate wounds,* scroll of *locate creature.*

Keothi Steadyhand Thunukalathi

Keothi is a rising star among the Kathaal tribe, demonstrating great prowess as a bow hunter and scout. Although he hunts often, he rarely takes part in battles against intelligent foes. He hopes to be picked for the frost giant raid in the winter, and he secretly wishes the ogres would attack Mirror Lake so he could rain arrows down on them as they approach.

Keothi Steadyhand Thunukalathi: Male goliath ranger 2/fighter 1; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 1d10+3; hp 27; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +10; Atk +7 melee (2d6+5/×3, Large masterwork longspear) or +6 ranged (2d6+3/×3, Large masterwork composite longbow); Full Atk +7 melee (2d6+5/×3, Large masterwork longspear) or +4/+4 ranged (2d6+3/×3, Large masterwork composite longbow); SA favored enemy magical beasts +2; SQ goliath traits, wild empathy +1 (–3 magical beasts); AL CG; SV Fort +8, Ref +4, Will +1; Str 16, Dex 13, Con 16, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (nature) +4, Sense Motive +3, Spot +5, Survival +5; Point Blank Shot, Precise Shot, Rapid Shot[B], Track[B], Weapon Focus (longbow)[B].

Favored Enemy (Ex): Keothi gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Goliath Traits (Ex): Keothi's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Keothi can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Keothi is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Possessions: +1 chain shirt, Large masterwork longspear, Large masterwork composite longbow (+3 Str bonus), 50 Large arrows, *potion of cure moderate wounds.*

OTHER TRIBE MEMBERS

The Kathaal tribe also includes the following NPCs.

Barbarian: Barbarian 1 (15), barbarian 2 (10), barbarian 4 (5).

Bard: Bard 4 (3).

Cleric: None.

Druid: Druid 4 (2).

Fighter: Fighter 5 (1).

Monk: Monk 3 (1).

Paladin: None.

Ranger: Ranger 4 (5).

Rogue: Rogue 2 (3), rogue 6 (1).

Sorcerer: Sorcerer 4 (1).

Wizard: None.

Adept: Adept 2 (2).

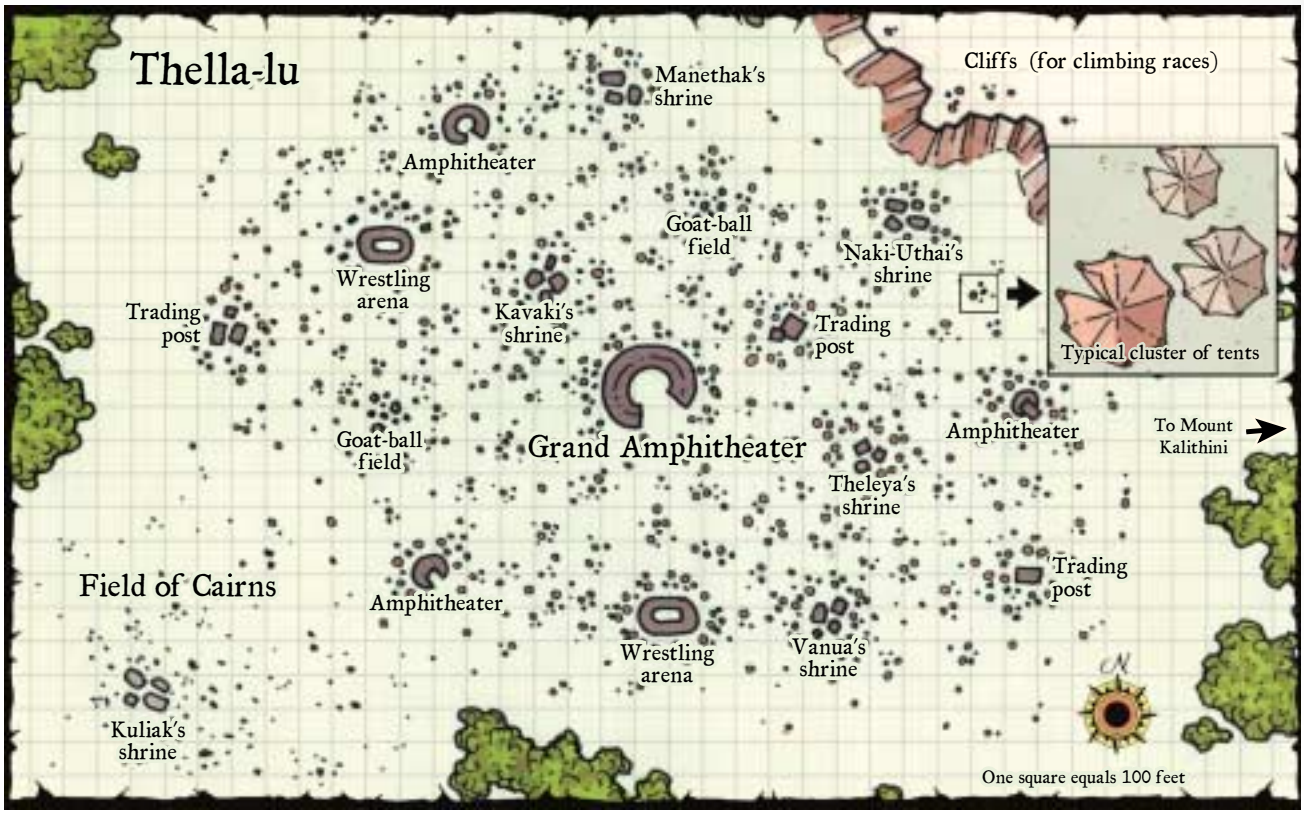
Expert: Expert 1 (5), expert 4 (5).

Warrior: Warrior 1 (15).

Multiclass (1 of each): Barbarian 3/bard 3/dawncaller 1; barbarian 4/sorcerer 1; barbarian 2/druid 1; barbarian 2/fighter 2; barbarian 4/rogue 2.

THELLA-LU

Although they are a nomadic people, the goliaths do have a major city—of sorts. Thella Lu is a sprawling tent city located in the center of the Plain of Standing Stones, an unusually large alpine meadow known for its mild weather. At any one time, more than a hundred different



goliath tribes gather here to trade, socialize, and compete in the most competitive goliath sporting events. Thella-Lu is equal parts sporting event, armed camp, and never-ending party.

Few goliaths tarry in Thella-Lu for long; most remain only for a month or two. The city's population changes completely every season, and because Thella-Lu is a tent city, entire neighborhoods literally get up and walk away overnight when tribes leave. A visitor who marvels at the spectacle of so many goliaths gathered in one place is doubly surprised when a second visit to Thella-Lu reveals that none of those same tribes are still there.

Because the weather on the Plain of Standing Stones is mild (nearby peaks leave Thella-Lu in a "rain shadow" and block a frigid north wind), Thella-Lu's total population doesn't change much with the passing seasons. A hundred tribes gathered in the same place have an outsized impact on the ecology of the plain, so game is scarce near the city.

The highest authority in Thella-Lu is the Menethun, an order of high-level stonespeaker guardians (see Chapter 5: Prestige Classes for more information). The Menethun regard Thella-Lu as the best way to minister to the entire goliath people. Because they couldn't possibly visit every goliath tribe, they wish to create a place so hospitable that every goliath tribe comes to visit them.

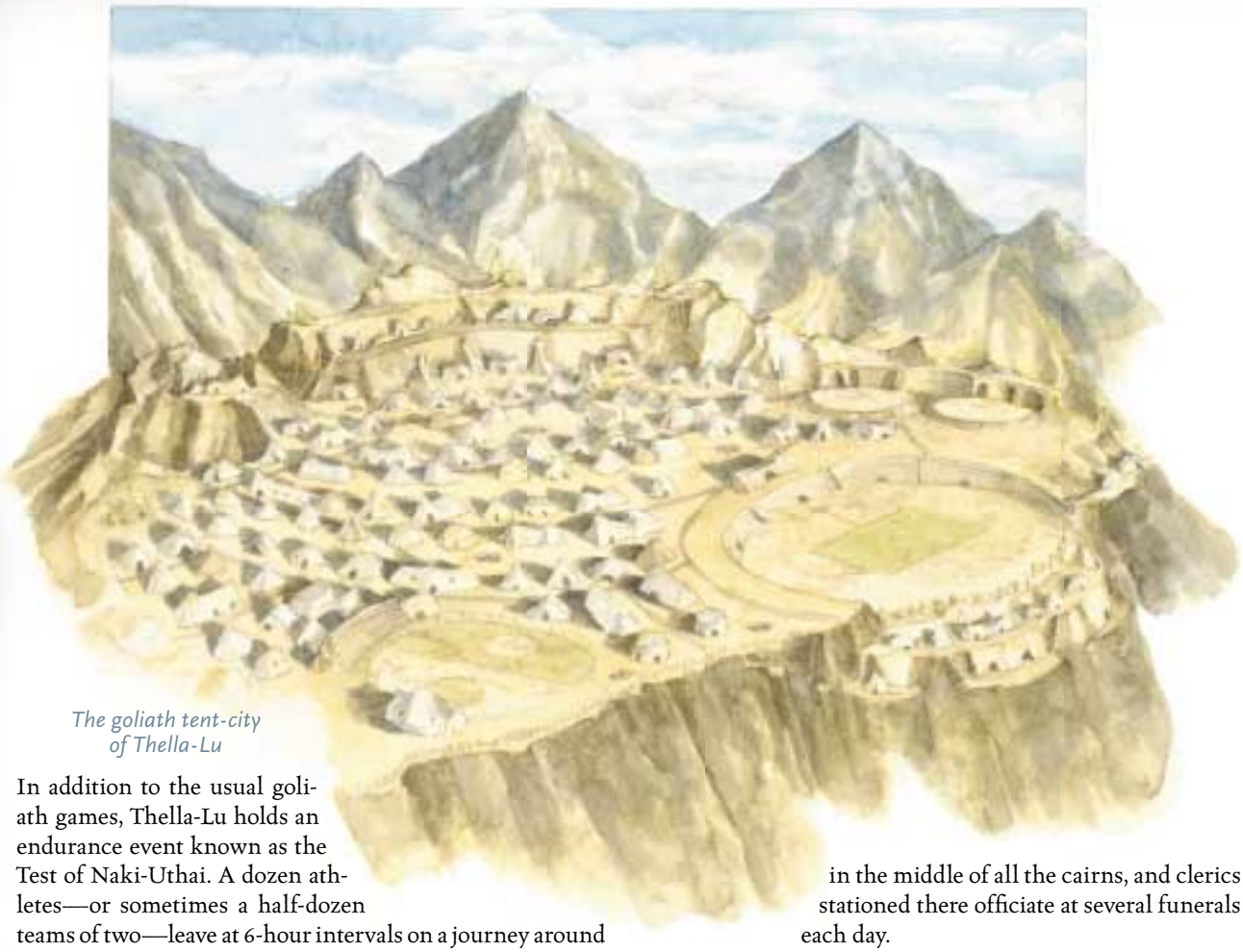
Goliath tribes mostly come to Thella-Lu to trade with each other. Those with connections to the dwarves of the underground or the humanoid races of lower elevations often have weapons and armor to trade with those who have had unusually productive foraging seasons. Halfling and human trade caravans sometimes brave the mountain passes to reach Thella-Lu, and dwarf trading missions aren't uncommon. Giants are likewise welcome, although they are watched closely and usually assigned a protective escort.

In general, Thella-Lu is a small city with a 15,000 gp limit, but the price ceiling goes up to 40,000 gp for Large weapons and magic items with druid spells as prerequisites. Additionally, the goliaths will buy Large weapons from PCs for 75% of their market price, rather than the usual 50%.

While the chieftains trade with one another, the rest of the tribe takes part in the 24-hour festival that is life in Thella-Lu. Singing, drinking, and dancing are common around the clock. Many of the goliaths in the city at any given time have been out in the wilderness for a year or more, and they throw themselves into "civilization" with a frenzy. Performers are always in demand. Thella-Lu counts as a prosperous city for the purpose of Perform checks, and successful performers there earn twice the standard amount (see page 79 of the *Player's Handbook*).

During the day, sporting events dominate the agenda for many of Thella-Lu's residents. Unlike the impromptu games played at goliath camps everywhere, Thella-Lu's competitions are well organized and often witnessed by hundreds of carousing spectators. Over time, Thella-Lu's temporary residents have built amphitheaters for many of their favorite events.

Characters wishing to participate in goliath games must first demonstrate their prowess to a stonespeaker, who then directs the athlete to a venue appropriate for his abilities. Characters who win events at one venue are often invited to play a game the next day against more prestigious (and higher-level) opponents.



The goliath tent-city of Thella-Lu

Illus. by J. Jarvis

In addition to the usual goliath games, Thella-Lu holds an endurance event known as the Test of Naki-Uthai. A dozen athletes—or sometimes a half-dozen teams of two—leave at 6-hour intervals on a journey around the base of nearby Mount Kalithini. The trail is treacherous, featuring both natural hazards and deadly monsters. Characters can climb higher to reduce the total distance they have to travel, but doing so subjects them to higher altitudes and poorer trails. It typically takes eight days for an accomplished runner to complete the journey. Druids often use their animal companions to surreptitiously monitor athletes to make sure no one cheats by using flight magic or mounts, or setting traps for later contestants.

Goliaths also travel to Thella-Lu for religious worship. It is said that after Kavaki brought the first goliath tribes down from the mountaintop, he taught them to hunt and forage on the Plain of Standing Stones. Major shrines exist for each deity in the goliath pantheon—even Kuliak, who is otherwise held at arm's length by goliath worshipers.

The stonespeakers who are Thella-Lu's only permanent residents are responsible for order in the city. Mostly this amounts to maintaining schedules of religious and sporting events. The stonespeakers always deputize one tribe to keep a modicum of peace in the city, breaking up drunken brawls and separating antagonistic tribes. When that tribe leaves, the stonespeakers choose another tribe to take its place, paying well for the tribe's services.

Thella-Lu is the ultimate destination for many goliaths, for west of the city lies a field of cairns where many goliaths, famous or obscure, are buried. Kuliak's shrine stands in the middle of all the cairns, and clerics stationed there officiate at several funerals each day.

Thella-Lu (small city): Magical; AL CG; population 11,000 adults (varies widely); 15,000 gp limit (40,000 gp for Large weapons and druid magic items); Mixed (79% goliath, 9% stonespeaker [goliath], 5% human, 3% dwarf, 2% halfling, 1% elf, 1% giant).

Authority Figures: High Priest Kanekathama, female goliath stonespeaker druid 7/stonespeaker guardian 10; Chieftain Arbiter Elikalani, male goliath stonespeaker druid 14; chieftain of the guard-tribe (identity changes regularly), goliath barbarian 12.

Important Characters: Manathua, female cleric 9 (healer in the shrine of Theleya who often casts *raise dead* for visitors who make a donation); Garlak Warrendelve, male dwarf wizard 4/cleric 7 (longtime resident who often magically enhances goliaths' weapons); Rulia Appletoss, female gnome bard 7 (proprietor of Rulia's hospitality tent and brewer of fine honey-mead); Kimoku Stoneheart Thalanama, female goliath barbarian 15 (renowned goliath athlete).

THE STONESPEAKERS

Touched by the divine spirit of stone, stonespeakers are a far-flung order of goliath druids, clerics, and other mystics who watch over tribes of goliaths and feral garguns (see page 89). The tribes regard them as holy figures, though stonespeakers stand at arm's length from the daily life of the tribes they guard. When a dispute threatens to tear a

tribe apart, or the wild game in an area inexplicably disappears, or monsters threaten the very existence of the tribe, a stonespeaker is there to provide guidance and considerable magical aid.

Agenda: Stonespeakers travel the mountain regions, helping and advising goliath and feral gargun tribes as they wander. This wandering serves many purposes, allowing the shamans to observe and commune with the natural world, carry news between the tribes, and remain vigilant against the depredations of hostile giants, dragons, and other dangerous creatures.

Wise and patient, stonespeakers listen before they speak, and they often find themselves in the role of teacher or mentor to members of other races. Stonespeakers love to wander and explore, and they are patient observers of the natural world.

Stonespeakers care deeply about the earth, and they work to teach others how to work stone and treat it with care. Conversely, stonespeakers have no tolerance for the rare individuals who do great damage to the earth with careless magic or irresponsible mining, and they work tirelessly to oppose such individuals, regardless of their race.

Structure: Unlike the druids responsible for a mountain tribes' religious life, stonespeakers are not themselves part of the tribe they watch over. They often wander the mountainous regions, joining a tribe for a short time and then moving on. Older stonespeakers eventually settle permanently within one of these tribes, exchanging wisdom and counsel for the safety of the larger community.

Stonespeakers also tend areas sacred to themselves or to any of the other races that they are closely associated with. Powerful stonespeakers sometimes imbue these sites with magic, turning them into rune circles. For more information on rune circles, see page 167.

Although a stonespeaker uses spells such as *animal messenger* to communicate with his brethren, he meets other stonespeakers in person only rarely—often when two wandering tribes pass each other on a mountain path. A stonespeaker is expected to instinctively know what is best for stone, best for the stonespeakers, and best for the tribe he's watching over (in that order), and to act without needing orders or oversight.

Stonespeakers meet four times a year in gatherings known as stonemoots to discuss the welfare of their charges and threats that confront multiple tribes within a region. The goliath tent city of Thella-Lu is host to the most important stonemoot every season, which every stonespeaker is expected to attend if possible. Most of the other stonemoots are held in remote alpine valleys, elaborate mountain cave networks, and other nigh-inaccessible places. These smaller stonemoots are attended by smaller groups of stonespeakers, who travel to the one nearest their current location when the time arrives. If giant slavers will be on the move from the icy north come spring, the stonespeakers will formulate a counterplan at their winter stonemoot. If the war between the Thaliak and Gonimalaka goliath tribes threatens to draw mercenaries from the lowlands into the mountains, the stonespeakers will broker a cease-fire and keep interlopers out. Decisions are made by majority vote after every stonespeaker has had a say and appropriate divination spells have been consulted for guidance.

The stonespeakers also work powerful magic at their stonemoots, building and maintaining rune circles and casting spells to keep the mountains healthy. The stonespeakers also make extensive use of divination magic during stonemoots, and many stonespeakers return to their tribes with the words of prophecy on their lips.

Finally, the stonemoots are where new members are initiated into the group. Becoming a stonespeaker is a two-step process. First, a prospective member must follow an existing stonespeaker to the stonemoot. Because most stonespeakers are accomplished druids and stonemoots are in exceedingly remote locations, doing this is harder than simply following in a stonespeaker's footsteps—for starters, stonespeakers nearly all have the trackless step class feature and thus don't leave footprints.

Would-be stonespeakers who reach a stonemoot must next withstand the scrutiny of the existing stonespeakers, who test the applicant's priorities and judgment in a lengthy interrogation. The stonespeakers also demand that the applicant demonstrate his magical prowess; they reject anyone who can't cast 3rd-level spells or show off abilities of equivalent power.

For millennia, stonespeakers have spoken Druidic or the goliath tongue, Gol-Kaa, among themselves. Although Gol-Kaa is their primary language, they have incorporated other phonetic letters from Druidic and Common into their speech. Stonespeakers, like other goliaths, have recently picked up the alphabet of the Dwarven language. Stonespeakers have taken to this new written version of the language much faster than goliaths in general, and they guide and encourage the goliath scribes who are busily transcribing the goliaths' vast oral tradition.

Names: When a new stonespeaker joins the group, he adds "-tor" to his name as a hyphenated suffix, denoting his devotion to earth and stone. Stonespeaker guardians (see page 127) further modify their names by changing "-tor" to "-ber." For example, when Arakan, a druid, joins the stonespeakers, he changes his name to Arakan-tor. Later, after entering the stonespeaker guardian prestige class, he changes his name to Arakan-ber.

Symbol: The stonespeakers have no symbol that they wear to differentiate themselves from the tribe they travel with, but they use an elaborate sequence of spoken passwords in a combination of Gol-Kaa, Druidic, and invented words to identify each other. If the stonespeakers have a symbol at all, it is the circles of stone they leave scattered across the mountain landscape. Some of these stones merely mark a trail or designate a sacred place, but others form powerful rune circles.

Membership: The vast majority of stonespeakers are goliath druids, but members of other spellcasting classes have occasionally developed a strong enough bond with stone to join the group. Recently, a number of clerics of Kavaki joined the stonespeakers—a move reflective of the conflict between druids and clerics in goliath society.

Relations: Goliaths and feral garguns almost always offer a stonespeaker aid and shelter, even if they're on the warpath or starving themselves—so high is the reputation of a stonespeaker. Stonespeakers sometimes travel with goliath traders who visit the dwarves, and they get along well with the clerics of Moradin they meet there.

Other races have little contact with stonespeakers, and few members of other races even realize that they are something more than goliath shamans. When they do meet, the stonespeaker's obvious wisdom and peaceful nature usually keep relations smooth.

Benefits: Joining the stonespeakers provides two main benefits. First, a stonespeaker receives the hospitality of almost any goliath or feral gargun tribe he visits. While the tribes usually have little in the way of possessions, a stonespeaker can usually get a scout, guide, or a few strong sword-arms for whatever mission he's undertaking.

The second benefit of membership is access to the other stonespeakers and the stonemoots. A stonespeaker has a say in the questions asked during divination spells and can quiz other stonespeakers about the conditions of their tribes and the lands they've visited. By traveling to stonemoots and hearing what his brethren have been up to over the course of the last season, a stonespeaker learns about the location and purpose of newly built rune circles hidden in the mountains.

CREATING GOLIATH CHARACTERS

Goliath characters obey all the rules for characters described in the *Player's Handbook*. Because goliaths have better than usual ability score modifiers and abilities, they have a level adjustment of +1. Thus a 1st-level goliath character works well alongside 2nd-level PCs of races detailed in the *Player's Handbook*.

When you create a goliath character, remember that you can do more with the Climb and Jump skills than most characters, but you don't directly have a bonus in those skills (although you probably have a high Strength score). Likewise, you should be alert for chances to exploit the natural size of the goliath by getting Large weapons and considering combat tactics such as grappling and bull rushing.

SPECIAL GOLIATH OPTIONS

As a goliath character, you qualify for some goliath-specific feats and prestige classes unavailable to PCs of other races, all described in Chapters 5 and 6 of this book.

Feats: Auspicious Marking, Earth Fist (also available to dwarves and gnomes), Fling Ally, Fling Enemy, Heavy Lithoderms, Improved Rock Hurling, Knockback, Markings of the Blessed, Markings of the Hunter, Markings of the Magi, Markings of the Maker, Markings of the Warrior, Rampaging Bull Rush, Rock Hurling, Steady Mountaineer.

Prestige Classes: Dawncaller, goliath liberator, peregrine runner, stonespeaker guardian.

GOLIATHS AS CHARACTERS

Fundamentally, the class you choose determines more about your character than any other choice you make. While barbarian is the goliaths' favored class, their nomadic lifestyle relies on teamwork, so goliaths of other classes are common.

Barbarian: Goliaths are strong and they can use Large two-handed weapons, so they make excellent barbarians. When a raging barbarian wielding a Large greataxe uses the Power Attack feat, a successful hit deals a prodigious amount of damage.

For alternative options for the goliath barbarian, see the goliath racial substitution levels in Chapter 6: Character Options.

Bard: Goliath culture is based on an oral tradition, so bards are relatively common. Many bards are dawncallers, responsible for guarding the tribe's campsite throughout the night.

Cleric: Most goliath clerics worship their pantheon as a whole, praying to the entire pantheon but choosing one as their favorite. They can be of any alignment, although they usually choose their domains from one deity within the pantheon.

Druid: The most common spellcasting class among goliaths, druids are present in almost every goliath tribe. The senior druid in a tribe is sometimes called the skywatcher, responsible for weather forecasting and ensuring that the tribe doesn't take more from the land than it can use.

For alternative options for the goliath druid, see the goliath racial substitution levels in Chapter 6: Character Options.

Fighter: Goliaths are suited for melee combat, so many of them take the specialized training that is the hallmark of a fighter. The goliaths don't have standing armies, but many goliath warbands guard the tribes from giants and other mountain monsters.

Monk: Goliath monks are rare, but their size and strength makes them effective unarmed fighters. Many take the Improved Grapple feat at 1st level because it combines well with their size.

Paladin: Goliath paladins are likewise rare, because few goliaths find the trappings of the class—heavy armor and horses—useful in their mountain homes.

Ranger: Goliaths regard the hunters in their tribes quite highly, so rangers are common. Many take animals, magical beasts, or giants as their first favored enemy.

Rogue: The skill set of a rogue is useful to goliaths who can't rely on a large civilization to meet their needs. Most goliath rogues focus on stealth and wilderness skills, rather than more urban-oriented skills such as Open Lock and Disable Device.

For alternative options for the goliath rogue, see the goliath racial substitution levels in Chapter 6: Character Options.

Sorcerer: Other than bards, goliath sorcerers are the primary arcane spellcasters for their tribes. Most focus on the school of transmutation, illusion, or evocation, since those schools offer the greatest number of spells that their divine spellcaster counterparts can't match.

Wizard: In a society where not everyone can read, wizards are often the scribes of their tribes. It's difficult for goliaths to learn the art of wizardry while on the move in a tribe, so most leave goliath society for a time, then return with a spellbook and a measure of arcane power.

Illus. by C. Lukacs

In their mountain homes, dwarves, gnomes, and goliaths live in close proximity to both enemies and allies. The races described here all have some connection to the races of stone described in the first three chapters, and they provide interesting variations on the ideas and abilities of those races.

USING THIS CHAPTER

The races described here are presented as an option for PCs as alternate character races. These races also give the Dungeon Master new options when building foes to confront the characters. A group of goliath barbarians presents a more interesting challenge when backed up by a feral gargun ranger or a stonechild fighter.

WHERE WERE THEY?

In many ongoing campaigns, introducing new races can be difficult. Stonechildren can't simply wander out of the mountains and claim that they have been allies with the dwarves for countless human generations, nor can dream dwarves claim that the earth dream has always been a part of dwarven culture if no other dwarf has ever heard of such a thing. The following suggestions should give players and DMs some ideas for including new races in an existing campaign.

Distant Region or Continent: The obvious explanation for a race not being present until now is that some significant geographical barrier exists between the race's homeland and the main region of the campaign. The race might dwell on the other side of an impassable mountain range, in a land across a vast ocean, or underground.

Planar Origins: Many of the new races have ties to different planes or to extraplanar creatures, and any number of powerful magical effects could allow members of the new race access to the Material Plane.

Minority Population: The new race has indeed been in the campaign world all along, but its numbers are so small that its members dwell completely within the shelter of a more numerous race, and the majority ultimately overshadows the minority. For example, mountain dwarves might have existed in your campaign world, but to most individuals of other races, their communities are indistinguishable from those of hill dwarves.

Recent Offshoot: The new race is actually a newly emerging species, having appeared over the last few generations as a result of huge magical fluctuations or natural mutation.

MONSTER CLASSES

Some of the races described in this chapter use the monster class rules detailed in *Savage Species*. You don't necessarily need that book to use these classes. Monster classes work just like other classes, with the following exceptions.

- When using monster classes to create a character, you can ignore level adjustment. This is replaced by the character's monster class level. (The level adjustment is, in effect, built into the monster class's level progression.)
- The only way to take a level of a monster class is to be that monster. A feral gargun cannot multiclass as a stonechild, nor can a human fighter multiclass to take levels as an astral deva. She must begin taking levels in the monster class at 1st level.
- Monster classes do not grant a character skill points or Hit Dice at every level, nor do they grant a feat every three levels. When a level grants skill points, a Hit Die, or a feat, the gain is noted on the class table.
- Each monster class has a CR (Challenge Rating) column. This has no meaning for players or PCs and is given only as an aid to DMs who want to adjust monster CRs by regressing existing creatures.
- A monster character using a monster class cannot multiclass until she completes the full progression in her monster class. This rule keeps characters from gaining the benefits of a monster's type and then quickly switching to a standard class.
- A monster class does not impose an experience penalty for multiclassing, as other classes do.

The following tables can help you determine your character's starting height, weight, and age. Remember that you are also free to simply choose these descriptive elements of your character, but you can roll on the tables below if you wish. An explanation for using these tables can be found on page 109 of the *Player's Handbook*.

Table 4–1: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Chaos gnome	30 years	+2d6	+4d6	+6d6
Dream dwarf	60 years	+4d6	+6d6	+9d6
Feral gargun	14 years	+1d4	+1d6	+2d6
Stonechild	60 years	+3d6	+5d6	+7d6
Whisper gnome	50 years	+3d6	+5d6	+7d6

Table 4–2: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Chaos gnome	75 years	112 years	150 years	+3d%
Dream dwarf	175 years	263 years	350 years	+4d%
Feral gargun	35 years	53 years	70 years	+2d10
Stonechild	125 years	188 years	250 years	+2d%
Whisper gnome	113 years	169 years	225 years	+3d%

Table 4–3: Random Starting Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Chaos gnome, m.	2′ 8″	+2d4	30 lb.	× 1 lb.
Chaos gnome, f.	2′ 6″	+2d4	25 lb.	× 1 lb.
Dream dwarf, m.	3′ 6″	+2d4	100 lb.	× (2d6) lb.
Dream dwarf, f.	3′ 4″	+2d4	80 lb.	× (2d6) lb.
Feral gargun, m.	6′ 0″	+2d12	220 lb.	× (2d6) lb.
Feral gargun, f.	6′ 0″	+2d12	220 lb.	× (2d6) lb.
Stonechild, m.	5′ 4″	+2d12	200 lb.	× (2d6) lb.
Stonechild, f.	5′ 2″	+2d12	180 lb.	× (2d6) lb.
Whisper gnome, m.	3′ 0″	+2d4	40 lb.	× 1 lb.
Whisper gnome, f.	2′ 10″	+2d4	35 lb.	× 1 lb.

CHAOS GNOME

Infused with the spirit of chaos, these gnomes are energetic, flamboyant, and charismatic. They exude a restless, inspirational energy and seldom rest. They also possess uncanny luck and have great talent as sorcerers. Colorful cousins of standard gnomes, they are adventurous; even the most staid among them is prone to wander. Although commonly referred to as chaos gnomes, these precocious humanoids also call themselves "imago" (singular and plural).

Although some find chaos gnomes' energy and recklessness off-putting, none doubt their power as sorcerers. With their powerful racial ability to bring a touch of chaos to their spellcasting, spellcasting imago often become known as chaos mystics.

Personality: Chaos gnomes find probability, chance, and randomness extremely fascinating. Although many individuals of other races consider them slightly mad, chaos gnomes can at times be brilliant, making intuitive leaps to accurate conclusions that might elude the brightest thinkers of other races. They have a great sense of humor, finding amusement in many aspects of life. Unlike other gnomes, however, chaos gnomes are seldom tricksters or pranksters.

Chaos gnomes have a great love of arcane magic, and they often develop sorcerous talents. Although they appreciate divine magic for its power and utility, they rarely remain devoted to one deity or philosophy long enough to develop significant divine spellcasting abilities.

Many find these free-spirited gnomes engaging, and more serious or stoic individuals often form great friendships with chaos gnomes. Chaos gnomes enjoy such relationships as well, finding a natural foil for their own chaotic nature in the serious demeanors of their friends.

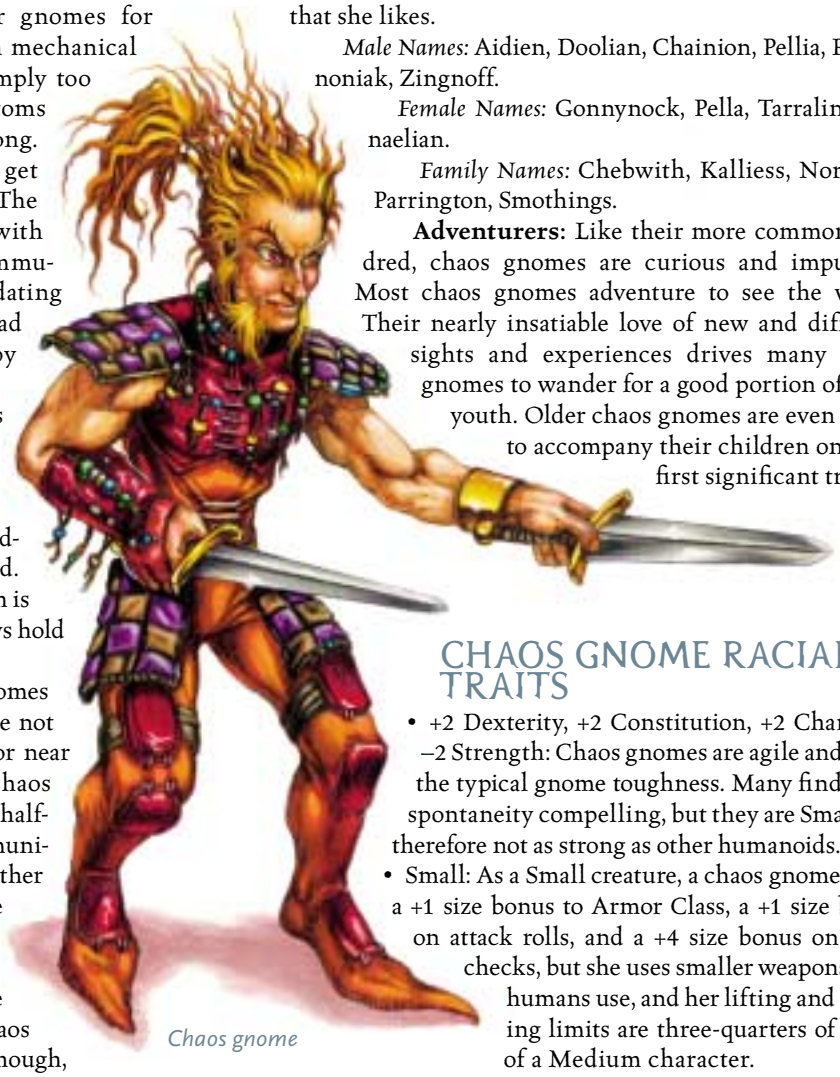
Physical Description: Chaos gnomes stand 3 to 3-1/2 feet tall, much like other gnomes. They have the same slight build and trim appearance that other gnomes favor, but their coloring differs wildly. Chaos gnomes have bright red, blue, green, or violet eyes, and their eyes change in hue and brightness depending on their mood—from bright red when angry or excited to dull green or blue when bored or disappointed. They have similarly bright hair color, ranging from vivid red to blond.

Chaos gnomes favor bright colors in their clothing, particularly reds and oranges. They decorate their clothing with seemingly random bead patterns.

Relations: Chaos gnomes get along well with members of most races, but they find it especially easy to relate to other gnomes. They are at ease with the free-spirited elves, and they enjoy the halflings' nomadic lifestyle. Dwarves have a difficult time getting along with chaos gnomes. Dwarves respect other gnomes for their inventiveness and skill with mechanical objects, but chaos gnomes are simply too likely to break rules, laws, or customs for dwarves to tolerate them for long. Perhaps surprisingly, half-orcs get along well with chaos gnomes. The gnomes are seldom concerned with a half-orc's parentage, so their communities seem particularly accommodating and open to half-orcs who have had difficulty finding acceptance by other races.

Alignment: Chaos gnomes, as their name suggests, are naturally inclined toward chaos. Although they are flighty even by the standards of other gnomes, they are good-hearted like most of their kindred. Chaos gnomes value freedom, which is the one cause or ideal that can always hold their attention.

Chaos Gnome Lands: Chaos gnomes thrive anywhere, and since they are not numerous, they often dwell with or near other gnomes for protection. Chaos gnomes are not the wanderers that halflings are, but neither are their communities as permanent as those of most other races. Typically, a few chaos gnome families decide to settle in a pleasant area and begin building a community. Within a few years, the area will be a small but bustling chaos gnome town. After about a decade, though, the gnomes begin to move on, and within two or three years thereafter, the area is likely devoid of chaos gnome inhabitants.



Chaos gnome

Religion: Chaos gnomes rarely take a serious religious stance—they join a church for as long as it suits their fancy and then move to another when worship grows dull or troublesome. Chaos gnomes are more serious about the worship of Garl Glittergold than of any other deity, but even he cannot hold their attention or devotion for long.

Language: Chaos gnomes speak Gnome. They enjoy learning different languages, and they often pull expressions and words from other languages into their own.

Names: Chaos gnomes love names, and most have at least a half dozen. A chaos gnome is given a name by her parents, but she usually uses it only for the first ten years or so of her life. By that time, a chaos gnome usually feels ready to pick her own name. This first name choice is as serious a tradition as any that exists in chaos gnome culture, and an individual uses this name for up to six or seven years before changing it again. After this second name change, a chaos gnome chooses a new name whenever she feels so inclined, many times just adopting a word or words that she likes.

Male Names: Aidien, Doolian, Chainion, Pellia, Rookinoniak, Zingnoff.

Female Names: Gonnynock, Pella, Tarralin, Zernaelian.

Family Names: Chebwith, Kalliess, Nornock, Parrington, Smothings.

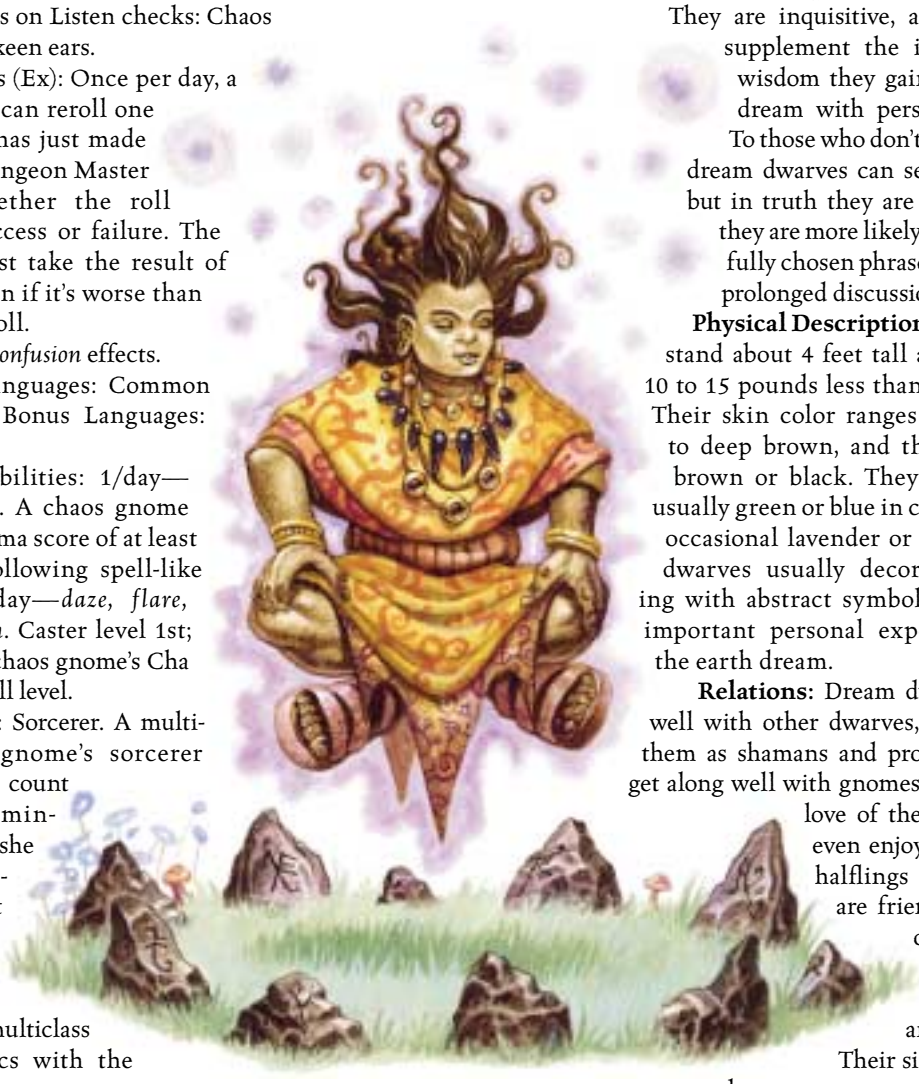
Adventurers: Like their more common kindred, chaos gnomes are curious and impulsive. Most chaos gnomes adventure to see the world. Their nearly insatiable love of new and different sights and experiences drives many chaos gnomes to wander for a good portion of their youth. Older chaos gnomes are even likely to accompany their children on their first significant travels.

CHAOS GNOME RACIAL TRAITS

- +2 Dexterity, +2 Constitution, +2 Charisma, –2 Strength: Chaos gnomes are agile and share the typical gnome toughness. Many find their spontaneity compelling, but they are Small and therefore not as strong as other humanoids.
- Small: As a Small creature, a chaos gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Chaos gnome base land speed is 20 feet.
- Low-Light Vision: A chaos gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Chaos gnomes treat gnome hooked hammers as martial weapons rather than exotic weapons.
- Spell Power: A chaos gnome's effective caster level when casting spells with the chaos descriptor increases by 1. This increase applies when determining level-dependent spell variables and on caster level checks, and it stacks with other spell power abilities, such as from the hierophant prestige class.

Illus. by R. Spencer

- +4 dodge bonus to Armor Class against monsters of the giant type: This bonus represents special training that chaos gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus to Armor Class, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks: Chaos gnomes have keen ears.
- Luck of Chaos (Ex): Once per day, a chaos gnome can reroll one roll that she has just made before the Dungeon Master declares whether the roll results in success or failure. The character must take the result of the reroll, even if it's worse than the original roll.
- Immunity to *confusion* effects.
- Automatic Languages: Common and Gnome. Bonus Languages: any.
- Spell-Like Abilities: 1/day—*entropic shield*. A chaos gnome with a Charisma score of at least 10 has the following spell-like abilities: 1/day—*daze*, *flare*, *prestidigitation*. Caster level 1st; save DC 10 + chaos gnome's Cha modifier + spell level.
- Favored Class: Sorcerer. A multiclass chaos gnome's sorcerer class does not count when determining whether she takes an experience point penalty for multiclassing. Many chaos gnomes are multiclass sorcerer/clerics with the Luck domain.
- Level adjustment +1.



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Dream dwarf

DREAM DWARF

Dream dwarves feel the hills slumber beneath them. They see the world as a resting giant of inestimable power, and they are caught in the dreaming. While other dwarves shape metal and stone, dream dwarves contemplate and meditate. Wise and cautious, they understand nature in a way at once similar to and wholly alien to the understanding of druids and shamans of other races.

Dream dwarves share a sort of collective subconscious with the world around them, a phenomenon they call the earth dream. The earth dream shapes many aspects of a dream dwarf's life, and no discussion of dream dwarves can be complete without at least some understanding of the earth dream. The earth dream is a powerful force, and members of other races can occasionally feel its pull and become earth dreamers (see page 110).

Personality: Dream dwarves have little of the natural craftsmanship of other dwarves, and they instead spend many hours in somber contemplation of the earth dream. They are inquisitive, and they seek to supplement the information and wisdom they gain from the earth dream with personal experience. To those who don't know them well, dream dwarves can seem shy or wary, but in truth they are merely reserved; they are more likely to utter one carefully chosen phrase than engage in a prolonged discussion.

Physical Description: Dream dwarves stand about 4 feet tall and weigh about 10 to 15 pounds less than a typical dwarf. Their skin color ranges from dark gray to deep brown, and their hair is dark brown or black. They have pale eyes, usually green or blue in color but with the occasional lavender or pale red. Dream dwarves usually decorate their clothing with abstract symbols that represent important personal experiences within the earth dream.

Relations: Dream dwarves get along well with other dwarves, who look up to them as shamans and prophets. They also get along well with gnomes, who share their love of the earth, and they even enjoy the company of halflings and elves. They are friendly with druids of any race, sharing the class's love of nature and natural power. Their silent and mystical demeanor can cause humans, half-elves, and half-orcs to think dream dwarves a little strange, but rarely causes significant problems in relationships with members of these races.

Alignment: Dream dwarves are most often neutral good. They share a bond with the earth and the earth dream, and this bond helps them see the power and energy inherent in a peaceful life. As a result, most dream dwarves remain kind and good-hearted even through adversity, and they value a balance between law and chaos.

Dream Dwarf Lands: Dream dwarves almost always build their homes within or near those of other dwarves, and many members of other races don't even realize that dream dwarves are a separate subrace. Their homes are often underground, embodying their love of the earth. Occasion-

ally, dream dwarves form small, secluded monasteries high up on a mountainside in an effort to become closer to the earth dream.

Religion: Although dream dwarves pay homage to Moradin and the rest of the dwarf pantheon, their primary deity is the earth itself, as expressed by the collective experience that dream dwarves call the earth dream.

Language: Dream dwarves speak Dwarven.

Names: Dream dwarves place great significance on their names, believing that even the most common version of a name carries power. Their names are likely to change over time, as they incorporate new syllables or words into their names. Dream dwarves believe that they find these words and syllables within the depths of the earth dream, and they incorporate them into their identities out of reverence and to show that they understand the power of the earth.

It is quite likely for a dream dwarf's name to change or grow longer after he goes through a particularly harrowing or dangerous experience; as such, it's usually true that an accomplished dream dwarf adventurer has a long, intricate name that recalls his greatest exploits.

Male Names: Bren-Iol, Bollinak, Car-Innul, Derinar, Harar, Malanath.

Female Names: Allalia, Assanae, Giallin, Kula-Tai, Mala, Shelbath.

Clan Names: Brekaran, Esstranak, Penathan, Quwerthena, Skarnath.

Adventurers: Dream dwarf adventurers seek the wisdom that comes from personal experience. Some, driven by the earth dream's urgings, wander to find more of what they've seen in the dream. Others seek to escape the dream and their people's involvement in it, traveling to other lands to be rid of its pull. Most however, travel and adventure to better understand the parts of the earth dream that they can sense, to experience the dream in other places, and to broaden their own understanding of the world.

DREAM DWARF RACIAL TRAITS

- +2 Constitution, –2 Dexterity: Dream dwarves are as tough as other dwarves (and stronger of personality), but they are a bit clumsy and slow to react.
- Medium: As Medium creatures, dream dwarves have no special bonuses or penalties due to their size.
- Dream dwarf base land speed is 20 feet. However, dream dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Darkvision: Dream dwarves can see in the dark out to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dream dwarves can function just fine with no light at all.
- Stonecunning: Dream dwarves have the same knack for finding unusual stonework that dwarves do. This ability grants a dream dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised like stone also counts as unusual stonework. A dream dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dream dwarf can use Search to find stonework traps as a rogue can. A dream dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dream dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.
- Weapon Familiarity: Dream dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons rather than exotic weapons.
- Stability: Dream dwarves are exceptionally stable on their feet. A dream dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on Diplomacy checks made with creatures of the earth subtype: Dream dwarves get along well with earth elementals and similar creatures.
- Dream Sight (Su): A dream dwarf can see ethereal creatures as easily as she sees material creatures and objects. A dream dwarf can easily distinguish between ethereal creatures and material ones, because ethereal creatures appear translucent and indistinct.
- Spell Power: When in contact with the ground, a dream dwarf's effective caster level when casting divination spells or spells with the earth descriptor increases by 1. This increase applies when determining level-dependent spell variables and on caster level checks. This increase stacks with other spell power abilities, such as from the hierophant prestige class.
- Automatic Languages: Common and Dwarven. Bonus Languages: Draconic, Elven, Gnome, Terran, Undercommon.
- Favored Class: Druid. A multiclass dream dwarf's druid class does not count when determining whether she takes an experience point penalty for multiclassing.

FERAL GARGUN

A small offshoot of the goliath race, feral garguns tear their livelihood out of the frigid northern regions with tooth and claw. Feral garguns derive from goliath and giant parentage. These large, savage humanoids fight in quick, furious bursts of energy. In the barren areas of the north, there is little room for mercy, and the feral garguns have had to learn to be aggressive just to survive.

Even more than their goliath kindred, feral garguns find cities and the trappings of civilization confusing and intimidating. Although individual feral garguns have found ways to adapt to the cities and villages of other

races, the majority prefers the simple, nomadic lifestyle of the far north.

Personality: Fierce, quick-tempered warriors, feral garguns usually assume that the strongest individual is the leader, and they usually settle disagreements with some nonlethal test of strength. Despite this outward ferocity, feral garguns have a deep sense of personal honor and place a great deal of importance on self-reliance.

Physical Description: A typical feral gargun is as big as a goliath and larger than the largest half-orc. Most stand between 7 and 8 feet tall and weigh between 280 and 340 pounds. As with their goliath kindred, there is no appreciable difference in height or weight between male and female feral garguns.

Feral garguns are covered in smooth, thick fur. This fur ranges in color from white to light gray to dark brown. Although their bodies are humanoid in shape, the faces of feral garguns are similar to those of bears, and they have longer, narrower faces than other humanoids.

Relations: Most feral garguns have little to no interaction with other humanoid races, so when they do interact, they remain curious and polite, at least by their standards. They get along well with goliaths, who trade the feral garguns metal weapons and armor when they have them to spare. Feral garguns also enjoy the company of halflings, valuing their success at maintaining a nomadic lifestyle. Feral garguns sometimes see halflings as mentor figures because of this attitude—a role that most halflings find both amusing and appealing.

Feral garguns hate giants. Bigger and better equipped than the feral garguns, a tribe of giants can usually drive a group of feral garguns from an area, or worse, capture and enslave them. Feral garguns attack and kill giants whenever they have the opportunity.

Alignment: Feral garguns tend toward chaotic alignments, valuing freedom and personal choice very highly. Even the most organized group of feral garguns is really just a collection of self-sufficient individuals traveling together for safety.

Feral Gargun Lands: Feral garguns roam the plains and tundra of the far north, covering huge areas in the search for food, shelter, and tools. Small bands of feral garguns join together once or twice a season to share stories, trade tools and goods, and discuss the dangers of the coming season. Feral gargun lands face constant pressure from groups of giants, orcs, and goblinoids, as well as from powerful individual creatures such as dragons. When such foes appear, the feral garguns meet and decide as a group whether to move on or to fight.

Religion: Feral garguns pay homage to their own deities, chief among them Galtha, the Mother of Winter. Galtha teaches her people to survive even in the harshest cold and when food is scarces. "When you can thrive where others cannot even eke out an existence," says the teachings of Galtha, "then survival and success are assured."

Language: Feral garguns speak the goliath language of Gol-Kaa. Gol-Kaa has only recently been put down in written form using the Dwarven alphabet, and no feral gargun tribe has yet warmed to the concept of a written language. Individual feral garguns who have moved away from their homelands and adventured among other races have learned to read and write in other languages, but they remain the exceptional few.

Feral gargun

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Table 4–4: The Feral Gargun

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+0	+2	+2	(2 + Int mod) × 4	1	Feat, 2 claws 1d4
2nd	1d8	+1	+0	+2	+2		1	+1 natural armor, acclimated, +2 Str, +2 Con
3rd	2d8	+2	+0	+3	+3	(2 + Int mod)	2	Powerful build, 2 claws 1d6
4th	2d8	+2	+0	+3	+3		2	+2 Con, +2 Dex, +2 natural armor

Names: All feral garguns remain unnamed until their second birthday. The infant mortality rate is high in the cold northlands, and leaving infants unnamed makes it easier for the tribe to accept the death of a young feral gargun when it occurs. On his or her second birthday, a feral gargun is given two names: a first name, and a last name taken from his mother's name. The last name translates roughly into "son/daughter of [the mother's name]."

A feral gargun can earn the right to adopt his father's name by performing some great deed. This deed is never specified beforehand, and only a council of elder feral garguns can make this award. Few feral garguns actually earn their father's name, and not failing to do so carries no shame or stigma.

Male Names: Agam, Agath, Gethik, Gothan, Thokan.

Female Names: Evva, Maka, Makin, Prenna, Vulla.

Adventurers: Feral gargun adventurers seek to explore the world. They often wish to learn from other races and cultures, seeking to return to their people with treasure, tools, and knowledge that will make life in the northern reaches easier. Some feral garguns leave their tribe hoping to perform some deed great enough for them to earn their father's name. Because of their size and ferocity, feral gargun barbarians easily find a place in adventuring groups, mercenary squads, or other martial organizations. Feral garguns find the sea fascinating, and the few who learn to make their way as sailors seldom abandon that profession.

Feral Gargun Racial Traits

- +4 Strength, +2 Dexterity, +4 Constitution, –2 Intelligence, –2 Charisma: Feral garguns are strong, tough, and agile, but they are not as smart or personable as their goliath kindred.
- Medium: As Medium creatures, feral garguns have no special bonuses or penalties due to their size.
- Feral gargun base land speed is 30 feet.
- Darkvision: Feral garguns can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and feral garguns can function just fine with no light at all.
- Powerful Build: The physical stature of a feral gargun lets him function in many ways as if he were one size category larger. Whenever a feral gargun is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the feral gargun is treated as one size larger if doing so is advantageous to him. A feral gargun is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A feral gargun can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.
- Racial Hit Dice: A feral gargun begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A feral gargun's monstrous humanoid levels give him skill points equal to 5 × (2 + Int modifier). A feral gargun's class skills are Climb, Hide, Jump, Listen, Search, Spot, and Survival.
- Racial Feats: A feral gargun's monstrous humanoid levels give him one feat.
- Mountain Movement: Because feral garguns practically live on the ledges and cliffs of the most forbidding mountains, they are particularly adept at negotiating mountain hazards. A feral gargun can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.
- Acclimated: Feral garguns are automatically acclimated to life at high altitudes. They don't take the penalties for altitude described in the Mountain Travel section on page 90 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, feral garguns don't lose their acclimation to high altitude even if they spend months or years at lower elevations.
- Resistance to Cold 5 (Ex): Feral garguns have adapted to the harsh conditions of their homelands, growing a tough hide and thick fur to protect them from low temperatures. They can ignore the first 5 points of cold damage dealt by any attack, whether mundane or magical.
- Natural Armor: A feral gargun's tough hide and thick fur protect him from harm, giving him a +2 natural armor bonus to AC.

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- Weapon and Armor Proficiency: As a monstrous humanoid, a feral gargun is proficient with all simple weapons but has no proficiency with any armor or shield.
- Natural Attack: A feral gargun has two claw attacks, each dealing 1d6 points of damage. A feral gargun armed with a weapon sometimes uses the weapon as its primary attack and a claw as a natural secondary attack (provided it has a claw free to make the secondary attack).
- Goliath Blood: For all effects related to race, a feral gargun is considered a goliath. Feral garguns, for example, are just as vulnerable to special effects that affect goliaths as their goliath ancestors are, and they can use magic items that are only usable by goliaths.
- Favored Class: Barbarian. A multiclass feral gargun's barbarian class does not count when determining whether he takes an experience point penalty. The rough life of the feral garguns in the wild produces many barbarians.
- Level adjustment +2.

FERAL GARGUN MONSTER CLASS

Monstrous Humanoid

If you want to play a feral gargun at 1st level, you can use the feral gargun monster class. To use the monster class, generate your character with the racial traits given below (rather than the normal feral gargun racial traits presented above), and then take levels in the feral gargun monster class as you would levels of other classes. For more information on monster classes, see the Monster Classes section at the beginning of this chapter or *Savage Species*.

Feral garguns sacrifice a few Hit Dice (and therefore base attack bonus, feat, and skill point accrual) in exchange for bonuses to Strength and Constitution, the powerful build ability, and natural armor. Because of these bonuses, a high-level feral gargun barbarian or ranger is a formidable foe.

Dungeon Masters can also use the feral gargun monster class to create less powerful feral garguns to use as low-level antagonists or young NPCs for their campaigns.

Racial Traits

- Starting Ability Score Adjustments: +2 Strength, –2 Intelligence, –2 Charisma. Feral garguns are strong, but they are uncultured and not very smart.
- Medium: As Medium creatures, feral garguns have no special bonuses or penalties due to their size.
- Speed: Feral gargun base land speed is 30 feet.
- Darkvision: Feral garguns can see in the dark out to 60 feet.
- Goliath Blood: For all effects related to race, a feral gargun is considered a goliath.
- Mountain Movement: Feral garguns can make standing long jumps and high jumps as if they were running long jumps and high jumps. They can engage in accelerated climbing (climbing half their speed as a move action) without taking the –5 penalty on the Climb check.
- Resistance to Cold 5 (Ex): Feral garguns have resistance to cold 5.

Class Skills

The feral gargun's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Class Features

All of the following are class features of the feral gargun monster class.

Weapon and Armor Proficiency: A feral gargun is proficient with all simple weapons, but has no proficiency with any armor or shield.

Acclimated: Beginning at 2nd level, feral garguns become acclimated to life at high altitude. They don't take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*. Unlike other denizens of the mountains, feral garguns don't lose their acclimation to high altitude even if they spend months or years at lower elevations.

Powerful Build: From 3rd level on, feral garguns grow large enough that, although they are Medium creatures, they are treated as Large for many purposes. See the Powerful Build racial trait described above for details.

STONECHILD

Born of a union of mortal and elemental, a stonechild is a hardy entity grounded in soil and stone and gifted with incredible strength, fortitude, and a keen intellect. Although they are not the outcasts that half-orcs often are, stonechildren are rarely raised among others of their kind. Most stonechildren grow to maturity while living in dwarf or human communities, and those few who stay on the Material Plane often wander alone, taking up the mantle of adventurer.

Stonechildren are most comfortable in and under the mountains; because of this preference, they usually end their wandering by settling with a community of dwarves. As they grow older, even the most adventurous stonechildren become more and more likely to seek a way to the Elemental Plane of Earth and surround themselves with others of their kind.

Personality: Stonechildren relish challenges and enjoy proving their own strength. They admire those who make their own way in life, and they feel a sense of camaraderie with the earth itself. Even when traveling alone through dangerous areas, stonechildren remain solid and sensible. Stonechildren keep their feelings hidden behind a slow practicality, and when they find someone's company unpleasant they usually just leave quietly. Stonechildren are stalwart in the face of adversity, whether it takes the form of the physical dangers of combat or the long solitude of life as a wanderer.

Physical Description: With rough, gray skin and a stony bulk, a stonechild looks like a powerful human made out

of stone. Stonechildren have tremendous physical strength and fortitude, and can easily overpower most humanoids. Stonechildren do not have hair, and their eyes are limited to shades of gray, black, or the occasional gemlike hue (usually a muted blue or green). Although their tough hide resembles stone, they are outsiders, not elementals. Stonechildren grow nearly 7 feet tall, and they can easily weigh more than 300 pounds.

Stonechild

Relations: Tough, reliable, and focused on the utilitarian, stonechildren get along with most races. Stonechildren are closer to dwarves than any other race, and they often settle in dwarf communities for a time. Many humans and dwarves seek to emulate the strength and silence of the stonechildren, but their strength and practicality can seem alien to elves and gnomes.

Of the few stonechildren who do not live on the Elemental Plane of Earth, most are wanderers, and as such they enjoy the company of halflings. For their part, halflings readily acknowledge the value of having a large, physically powerful stonechild with their troupe.

On the other hand, stonechildren sometimes have a difficult time understanding the elf mind-set. Like stonechildren, elves are close to nature, but elves share none of the stonechildren's connection to stone and the power of the earth, making them seem flighty and unfocused.

Alignment: Stonechildren make their own way in life, keeping a balance between following the rules and laws of others and adhering to their own sense of honor. This outlook leads many stonechildren to adopt an attitude of neutrality. Although they make their own choices, stonechildren have a deep love of the earth and a compassion for others. In their own way, stonechildren are workers for the cause of good, quietly protecting others when they can.

Stonechild Lands: Stonechildren do not have lands of their own on the Material Plane. Even on the Elemental Plane of Earth, their numbers are sparse, but they occasionally form permanent communities along with elementals and other earth creatures. On the Elemental Plane of Earth, stonechildren build secure dwellings in the sides of great caverns, usually with the help of powerful elementals.

Religion: Because they often wander alone, stonechildren do not have any racial religion. Most stonechildren adopt the religion of their mortal parent or the community in which they grew up, making a wide array of deities the norm for any group of stonechildren. Although Moradin the Soul Forger is primarily seen as the deity of the dwarves, stonechildren also venerate his powers over stone, his solid strength, and his prodigious skills at the forge. More stonechildren revere Moradin than any other single deity, but even his worshipers fall far short of constituting a majority.

Language: Stonechildren speak both Terran and Common, but they prefer Terran. They are more intelligent than many humanoids, and they pick up languages readily. Almost all stonechildren learn Dwarven early in their life, and many master other languages as well. Stonechildren do not have a literature of their own, although many individual members of the race have kept records and stories of their travels.

Names: Stonechildren share some of the naming conventions that dwarves have, but they are far less rigid about the process. Whereas dwarf names belong to the family and clan, stonechildren bond closely to their names, making them intensely personal things. Stonechildren also do not follow the strict naming traditions of dwarves, and they create new names with each new generation. Some of their typical names derive from the Common names for different types of stone.

Male Names: Beltan, Fartach, Ingot, Ored, Slate.

Female Names: Berna, Kihild, Merna, Shale, Zeea.

Family Names: Angaran, Kar-Gulduk, Pal-Mituk, Raskanik, Rendark.

Adventurers: Stonechild adventurers usually travel in search of something they desire. For some, this goal is material wealth; for others, it is a chance to study with famed craftsmen. Some want to seek out more of their kind on the Material Plane, while others search for new ways to test themselves in physical combat. Stonechildren are tough and ready for whatever comes their way, and many stonechildren go off on adventures at least once or twice in their lives.

STONECHILD RACIAL TRAITS

- +8 Strength, +8 Constitution, +2 Intelligence, –2 Charisma.
- Size: As Medium creatures, stonechildren have no special bonuses or penalties due to size.
- A stonechild's base land speed is 30 feet.
- Darkvision: Stonechildren can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and stonechildren can function just fine with no light at all.

Illus. by B. Williams

Table 4–5: The Stonechild

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Feat
2nd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, +1 natural armor
3rd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, +2 natural armor, *magic stone* 1/day
4th	2d8	+2	+3	+3	+3	(8 + Int mod)	2	Blind-Fight
5th	2d8	+2	+3	+3	+3	—	3	+2 Str, +2 Con, +3 natural armor, *magic stone* 2/day
6th	2d8	+2	+3	+3	+3	—	3	+2 Str, +4 natural armor, *magic stone* 3/day

- Racial Hit Dice: A stonechild begins with two levels of outsider, which provide her with 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +3, and Will +3.
- Racial Skills: A stonechild's outsider levels give her skill points equal to 5 × (8 + Int modifier). Their class skills are Appraise, Climb, Craft (stoneworking), Intimidate, Knowledge (history), Knowledge (the planes), Listen, Search, Spot, and Survival.
- Racial Feats: A stonechild's outsider levels give her one feat. In addition, stonechildren get Blind-Fight as a bonus feat.
- Weapon and Armor Proficiency: As an outsider, a stonechild is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).
- Natural Armor: A stonechild's tough hide protects her from harm, giving her a +4 natural armor bonus to Armor Class.
- Immunity to Acid and Poison: Stonechildren take no damage and suffer no ill effects from acid or poison.
- Magic Stone (Sp): Three times per day, a stonechild can use a *magic stone* effect, as the spell (caster level 3rd).
- Automatic Languages: Common and Terran. Bonus Languages: Celestial, Dwarven, Ignan.
- Favored Class: Fighter.
- Level adjustment +4.

STONECHILD MONSTER CLASS

Outsider (Earth, Extraplanar)

If you want to play a stonechild at 1st level, you can use the stonechild monster class. To use the monster class, generate your character with the racial traits given below (rather than the normal stonechild racial traits presented above), and then take levels in the stonechild monster class as you would levels of other classes. For more information on monster classes, see the Monster Classes section at the beginning of this chapter or *Savage Species*.

Stonechildren sacrifice a few Hit Dice (and therefore base attack bonus, feat, and skill point accrual) in exchange for tremendous bonuses to their Strength, Constitution, and natural armor. Because of these benefits, a high-level stonechild barbarian, fighter, or ranger is a formidable foe.

Dungeon Masters can also use the stonechild monster class to create less powerful stonechildren for use as low-level antagonists or young NPCs for their campaigns.

Racial Traits

- Starting Ability Score Adjustments: +2 Constitution, +2 Intelligence, –2 Charisma. Stonechildren are tough and smart, but they seem strange and alien to other races.
- Medium: As Medium creatures, stonechildren have no special bonuses or penalties due to their size.
- Speed: Stonechild base land speed is 30 feet.
- Darkvision: Stonechildren can see in the dark out to 60 feet.
- Immunity to Acid and Poison: Stonechildren take no damage and suffer no ill effects from acid or poison.

Class Skills

The stonechild's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (stoneworking) (Int), Intimidate (Cha), Knowledge (history) (Int), Knowledge (the planes) (Int), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Class Features

All of the following are class features of the stonechild monster class.

Weapon and Armor Proficiency: A stonechild is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Magic Stone (Sp): Beginning at 3rd level, stonechildren can use a *magic stone* effect once per day (caster level 3rd). At 5th level, this ability is usable twice per day, and at 6th level it is usable three times per day.

Blind-Fight: Stonechildren get Blind-Fight as a bonus feat at 4th level.

WHISPER GNOME

Whisper gnomes outwardly resemble common gnomes, but they lack the jovial nature and easy outlook on life that their more common relatives enjoy. Instead, whisper gnomes are creatures of stealth and suspicion. In profession and behavior, they range from dangerous spies to peaceful recluses. Few members of other races can match a whisper gnome's powers of stealth, and whisper gnome scouts and rangers always stalk any creatures that come within a few miles of their hidden hillside communities.

Whisper gnomes reluctantly ally themselves with common gnomes and other races when necessary. They know that they lack the physical strength and numbers to stand completely on their own.

Whisper gnome

Illus. by W. O'Connor

Personality: Whisper gnomes are quiet, suspicious sorts who find it hard to build lasting relationships with members of other races. Although no other race is openly friendly with these reclusive individuals, no race bears them active malice either. Often, whisper gnomes share information about impending threats when allying themselves with more powerful or numerous humanoid races; in most cases, this arrangement has worked out extremely well for both sides. If the whisper gnomes' allies find themselves short of a few valuables after the gnomes have left their community, the losses are offset by the whisper gnomes' valuable scouting and information-gathering abilities.

Physical Description: Whisper gnomes are slightly taller than other gnomes, standing between 3-1/2 and 4 feet tall. Whisper gnomes are skinny, almost gaunt creatures, and rarely weigh more than 40 pounds. Their skin ranges in color from light gray to light green, although none of this variation in skin tone is noticeable without careful attention. Whisper gnomes have gray or blue eyes, but again they are rarely bright or striking in intensity.

Relations: Many other humanoid races regard whisper gnomes as they would an untrustworthy cousin—they know that whisper gnomes are unlikely to do any lasting harm or steal their most precious items, but at the same time, they deserve to be watched carefully. Dwarves in particular distrust whisper gnomes; these serious and stoic individuals let whisper gnomes into their cities only under the direst of circumstances.

Elves, humans, and half-elves generally tolerate whisper gnomes. Of all the other races, halflings are the most accepting of whisper gnomes, and many whisper gnomes travel for a time with halfling caravans.

Half-orcs and whisper gnomes get along very well. Whether because the two races are such opposites that they end up respecting the other's strengths, or because they both often find themselves outcasts from other races, they seem to enjoy each other's company and approach to life. Half-orcs with nowhere else to go occasionally settle in a whisper gnome community.

Alignment: Most whisper gnomes are neutral or neutral good. Whisper gnomes favor personal freedom and choice, but at the same time they value an ordered community and respect the rights of others and—to an extent—the property of others.

Whisper Gnome Lands: Whisper gnomes live in and among the communities of more common gnomes, or they form small, carefully hidden communities of their own. They favor the rolling hills and light woods that other gnomes enjoy, and like their distant cousins, they live underground.

Whisper gnomes who want a more active lifestyle settle in human lands and find work as spies, emissaries, or as simple thieves.

Religion: Whisper gnomes pay homage to Garl Glittergold, but many also venerate Olidamarra. Whisper gnomes are very open-minded about religion, and they find the single-minded religious devotion of other races strange and confining. Most whisper gnomes believe it expedient to pay attention to whatever deity can help them the most in their current situation, and they do not see it as strange to frequently pray to different deities.

Language: Whisper gnomes speak Gnome, which uses the Dwarven alphabet. Most whisper gnomes also speak Terran, and they sometimes use that tongue as a sort of semisecret code when in the company of other races.

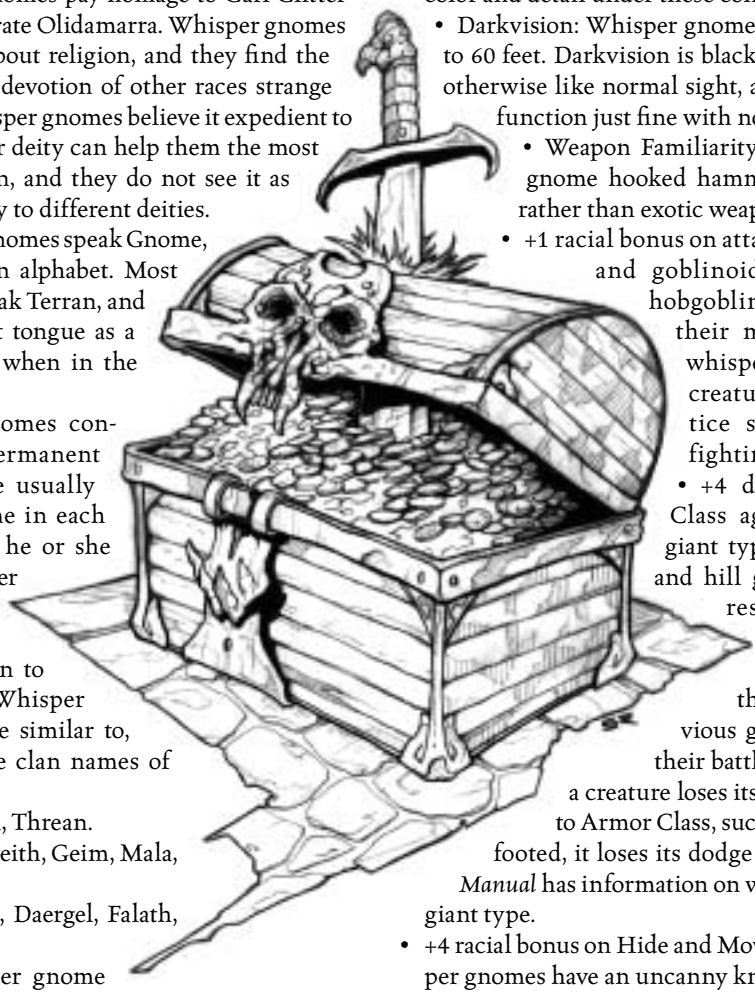
Names: Whisper gnomes consider names as semipermanent aliases at best, and one usually goes by a different name in each nongnome community he or she visits. When among other gnomes (of any kind), whisper gnomes usually stick to the names given to them by their parents. Whisper gnome family names are similar to, but not exactly like, the clan names of common gnomes.

Male Names: Alth, Fash, Threan.

Female Names: Bella, Freith, Geim, Mala, Nan.

Family Names: Bermin, Daergel, Falath, Shrenan.

Adventurers: Whisper gnome adventurers travel to test themselves. They seek not only to try out their powers of speed and stealth against the physical strength of larger creatures, but also to test their own moral limits. Many adventuresome whisper gnomes know that they are capable of stealing from humans and other creatures that can't hope to compete with their powers of stealth, and they seek some rationale for why they shouldn't take advantage of this superiority.



Illus. by S. Roller

WHISPER GNOME RACIAL TRAITS

- +2 Dexterity, +2 Constitution, –2 Strength, –2 Charisma: Whisper gnomes are agile and tough, but they are Small and therefore not as strong as larger humanoids. Their quiet nature also leads to a lack of personal presence.
- Small: As a Small creature, a whisper gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Whisper gnome base land speed is 30 feet, despite their size.
- Low-Light Vision: A whisper gnome can see twice as far as a human in starlight, moonlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Darkvision: Whisper gnomes can see in the dark out to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and whisper gnomes can function just fine with no light at all.
- Weapon Familiarity: Whisper gnomes treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears): Like their more common cousins, whisper gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that whisper gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too. The *Monster Manual* has information on which creatures are of the giant type.
- +4 racial bonus on Hide and Move Silently checks: Whisper gnomes have an uncanny knack for stealth.
- +2 racial bonus on Listen and Spot checks: Whisper gnomes have keen eyes and ears.
- Spell-Like Abilities: 1/day—*silence* (must be centered on whisper gnome's body). A whisper gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*ghost sound, mage hand, message*. Caster level 1st; save DC 10 + whisper gnome's Cha modifier + spell level.
- Favored Class: Rogue. The best multiclass choices for whisper gnome rogues are fighter, ranger, and cleric. A fair number of whisper gnome wizards and sorcerers become arcane tricksters.
- Racial Feats: The Extra Silence and Silencing Strike feats can be taken by whisper gnome characters (see Chapter 6: Character Options).

Illus. by C. Lukacs

Most of the prestige classes described here are designed for the races featured in this book, but others are appropriate for any race. One class, the stoneblessed, provides a way for other characters to gain access to some of the spells, feats, and game elements otherwise exclusive to the races of stone.

BATTLESMITH

A battlesmith is a skilled dwarf armorer and weaponsmith who uses her experience in battle, as well as her masterful weaponsmithing and armorsmithing abilities, to create deadly items for her kinsmen to wield in defense of their homes. While typically only spellcasters can craft magic items, dwarven ingenuity has found a number of ways to make skill serve where nondwarves must rely on magic.

Aside from her incredible skill crafting items of war, a battlesmith is equally capable of raining down death and destruction in combat. After all, no one knows her creations—or how to most effectively use them—better than the battlesmith herself, and she did not live to retire from the front lines by being anything less than the best.

Fighters and paladins are well served by becoming battlesmiths. Spellcasters are less likely to find benefit in the profession, since they typically find little time to continue their more traditional mystical studies while working in the heat of the forge. That said, a number of clerics of Moradin take up the mantle of the battlesmith.

NPC battlesmiths are often veterans attached to dwarf military units. They repair damaged weapons and armor, inspire the younger dwarves in the unit, and take the fight to the enemy as well as any dwarf warrior.

Adaptation: While this prestige class obviously plays off the dwarf's love of weapon- and armorsmithing, it's suitable for nondwarves with a similar cultural connection to the smithy and the forge. In such cases, you can replace the racial entry requirement with a similar cultural requirement. This isn't a prestige class intended to represent a master weaponsmith. It's intended to showcase a smith who has a mystical union with the tools of war she creates.

Hit Die: d10.

Requirements

To qualify to become a battlesmith, a character must fulfill all the following criteria.

Race: Dwarf.

Base Attack Bonus: +5.

Skills: Craft (armorsmithing) or Craft (weaponsmithing) 10 ranks.

Feats: Armor Proficiency (heavy), Endurance, Weapon Focus (warhammer).

Special: The character must have created a dwarvencraft weapon (see page 159) and used it in battle.

Class Skills

The battlesmith's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Intimidate (Cha), and Knowledge (religion) (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the battlesmith prestige class.

Weapon and Armor Proficiency: Battlesmiths gain no proficiency with any weapon or armor.

One with the Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus as a bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be treated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean that she needs the assistance of other characters to complete the creation of an item.

Illus. by S. Belladin

Lucana Silverson, a battlesmith

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increases to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes inured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level. At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Tempered in Blood (Ex): Once per day, a 5th-level battlesmith can attempt to resist the damage from a single blow. The battlesmith can attempt a Fortitude save (DC 10 + damage dealt) when struck and damaged by a melee attack with a weapon or natural attack (but not by a spell or other effect). If the save succeeds, the battlesmith takes only half damage from the blow; if it fails, she takes normal damage. The battlesmith must be aware of the attack and able to react to it to use this ability. If she is denied her Dexterity bonus to AC, she can't use this ability.

SAMPLE BATTLESMITH

Lucana Silverson the Battlesmith: Female dwarf cleric 7 of Moradin/battlesmith 2; CR 9; Medium humanoid; HD 7d8+21 plus 2d10+6; hp 73; Init +0; Spd 20 ft.; AC 25, touch 11, flat-footed 25; Base Atk +7; Grp +11; Atk +13 melee 8 (1d8+7/×3, +1 *warhammer*); Atk +13/+8 melee (1d8+7/×3, +1 *warhammer*); SA one with the hammer, turn undead 1/day (+0, 2d6+5, 7th); SQ darkvision 60 ft., dwarf traits, flesh of my flesh; AL LN; SV Fort +12* (+14 against poison), Ref +2*, Will +8*; Str 18, Dex 10, Con 16, Int 12, Wis 14, Cha 6.

Skills and Feats: Appraise +1 (+3 stone or metal related, +5 armor or weapon related), Concentration +12, Craft (armorsmithing) +12 (+14 stone or metal), Craft (weaponsmithing) +12 (+14 stone or metal), Jump –8, Knowledge (religion) +6; Endurance, Weapon Proficiency (warhammer), Weapon Focus (warhammer), Craft Magic Arms and Armor[B], Craft Wondrous Item.

One with the Hammer (Ex): Lucana can add her Wisdom bonus as a bonus to damage dealt with a warhammer she made.

Table 5–1: The Battlesmith

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	One with the hammer, secrets of the forge
2nd	+2	+3	+0	+0	Flesh of my flesh +1
3rd	+3	+3	+1	+1	Forged in fire
4th	+4	+4	+1	+1	Flesh of my flesh +2
5th	+5	+4	+1	+1	Tempered in blood

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Flesh of My Flesh (Ex): Lucana gains a +1 sacred bonus to AC when she wears armor she has crafted.

Cleric Spells Prepared (6/6/5/3/2; save DC 12 + spell level): 0—*detect magic* (2), *detect poison, guidance, light, resistance*; 1st—*bless, divine favor* (2), *magic stone**, *obscuring mist, shield of faith*; 2nd—*aid, bear's endurance, hold person* (2), *shield other**; 3rd—*dispel magic, magic vestment, protection from energy**; 4th—*divine power, spell immunity**.

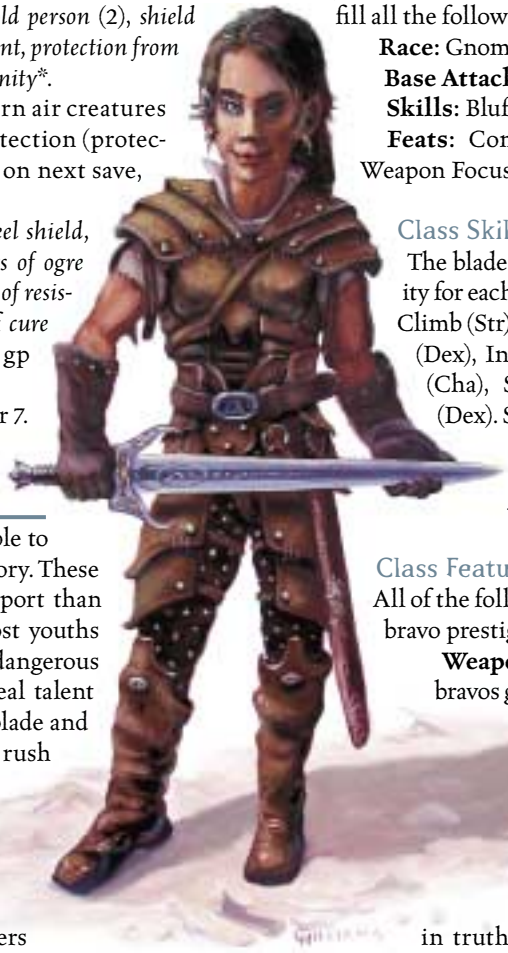
*Domain Spell. *Domains:* Earth (turn air creatures or rebuke earth creatures 1/day), Protection (protective ward grants +7 resistance bonus on next save, 1/day).

Possessions: +1 full plate, +1 heavy steel shield, +1 dwarvencraft warhammer, gauntlets of ogre power, amulet of natural armor +1, cloak of resistance +1, ring of protection +1,* scroll of *cure moderate wounds*, 2 platinum rings (50 gp each), 5 pp, 8 gp.

*New item type described in Chapter 7.

BLADE BRAVO

Younger gnomes consider it fashionable to engage in rapier duels for honor and glory. These duels are typically fought more for sport than anger, and after a few drubbings, most youths tire of the game and move on to less dangerous pursuits. A few, however, possess a real talent for fencing and develop a love of the blade and battle. They become addicted to the rush of combat and devote themselves to studying its many strategies. Their obsession transforms the sport, elevating the sometimes inelegant cut and thrust of battle into an art form that can leave observers breathless and opponents bloody. These blade bravos also specialize in techniques to battle creatures larger than they are—a necessity for any gnome interested in pursuing the arts of war.



Uli Quindal, a blade bravo

Not surprisingly, gnome fighters and rogues of all types find themselves drawn to the life of the blade bravo. Even spellcasters sometimes adopt the study of the rapier for a time, although few are willing to leave their spells behind entirely for a simple blade.

PCs minding their own business in a gnome community might run afoul of an NPC blade bravo looking to prove herself. Such characters often incite duels against visitors because they get a home crowd advantage, and whether they win or lose, their foe isn't likely to stick around and cause trouble.

Adaptation: This prestige class bears some similarity to the duelist prestige class presented on page 185 of the *Dungeon Master's Guide*, but some of the blade bravo's class features work best for Small PCs. A straightforward change would involve broadening the racial requirement to allow halflings and perhaps some Small or smaller fey into this prestige class.

Hit Die: d8.

Requirements

To qualify to become a blade bravo, a character must fulfill all the following criteria.

Race: Gnome.

Base Attack Bonus: +5.

Skills: Bluff 4 ranks.

Feats: Combat Expertise, Weapon Finesse, Weapon Focus (rapier).

Class Skills

The blade bravo's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the blade bravo prestige class.

Weapon and Armor Proficiency: Blade bravos gain no proficiency with any weapon. They do gain proficiency with light armor.

Flourish (Ex): A blade bravo learns to fight with style and flair. While many might discount their swirls and poses as cheap theatrics, in truth they act as a formidable weapon. By diverting her foe's eye with these flourishes, a blade bravo can more easily feint, preventing her opponent from fully defending himself against her next attack. A blade bravo can add her class level to her Bluff checks when feinting in combat.

This benefit only applies when the blade bravo wears light armor or no armor.

Goad: A blade bravo gains Goad (see page 140) as a bonus feat. If the blade bravo has at least 5 ranks in Bluff, the save DC to avoid the feat's effect increases by 2.

Illus. by B. Williams

Mobile Fighting (Ex): If a blade bravo of 2nd level or higher moves at least 5 feet, she gains a +1 dodge bonus to AC until her next turn. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.

This benefit only applies when the blade bravo wears light armor or no armor.

Bonus Feats: Beginning at 3rd level, a blade bravo receives a bonus dueling or combat-oriented feat, which must be selected from the list below. She receives additional bonus feats at 6th and 9th level.

Acrobatic, Agile, Alertness, Blind-Fight, Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Improved Critical, Improved Disarm, Improved Feint, Improved Trip, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Fighting, Whirlwind Attack.

Melee Sneak Attack (Ex): If a blade bravo can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Basically, the blade bravo's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the blade bravo flanks her target. This extra damage is 1d6 points at 4th level, and it increases to 2d6 points at 8th level. Should the blade bravo score a critical hit with a melee sneak attack, this extra damage is not multiplied. (See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151 of the *Player's Handbook,* for combat situations in which the blade bravo flanks an opponent or the opponent loses his Dexterity bonus to AC.)

Unlike normal sneak attacks, a blade bravo's melee sneak attack damage applies only to melee attacks. Ranged attacks can count as sneak attacks only if the target is within 30 feet and the blade bravo has the sneak attack ability from another class. In this case, she deals the sneak attack damage from that other class but does not add the melee sneak attack damage gained from the blade bravo class.

With a sap (blackjack) or an unarmed strike, a blade bravo can make a melee sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because she must make optional use of her weapon to execute a sneak attack. (See Nonlethal Damage, page 146 of the *Player's Handbook*.)

A blade bravo can sneak attack only living creatures that have a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to melee sneak attacks. The blade bravo must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A blade bravo cannot sneak attack while striking a creature with concealment (see page 152 of the *Player's Handbook*) or striking the limbs of a creature whose vitals are beyond reach.

If a blade bravo gets a sneak attack bonus from another source (such as rogue levels), the bonuses on damage stack as long as the target is in melee with the blade bravo.

Size Advantage (Ex): By 5th level, a blade bravo starts focusing on fighting larger opponents. A blade bravo gains a +2 dodge bonus to her AC per size category of difference between her and her foe. For instance, a blade bravo facing a hobgoblin (a Medium creature) would gain a +2 dodge bonus to AC, but when facing a cloud giant (a Huge creature) she would gain a +6 dodge bonus to AC. The bonus applies only against attacks from that foe.

This ability only functions when the blade bravo wears light armor or no armor.

Small but Deadly (Ex): From 7th level on, a blade bravo gains a +4 bonus on rolls made to confirm critical hits with melee weapons, but only against creatures larger than she.

Lethal Riposte (Ex): A 10th-level blade bravo is a lethal combatant with few equals; she finds herself in few situations that she cannot turn to her advantage. Any opponent who attacks and misses the blade bravo with a melee attack provokes an attack of opportunity from the blade bravo. Furthermore, the opponent cannot apply his Dexterity bonus to AC against this attack.

The blade bravo can use this ability only once per round, regardless of the number of attacks of opportunity she is normally allowed.

This benefit only applies when the blade bravo wears light armor or no armor.

Table 5–2: The Blade Bravo

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Flourish, Goad
2nd	+2	+0	+3	+0	Mobile fighting
3rd	+3	+1	+3	+1	Bonus feat
4th	+4	+1	+4	+1	Melee sneak attack +1d6
5th	+5	+1	+4	+1	Size advantage
6th	+6	+2	+5	+2	Bonus feat
7th	+7	+2	+5	+2	Small but deadly
8th	+8	+2	+6	+2	Melee sneak attack +2d6
9th	+9	+3	+6	+3	Bonus feat
10th	+10	+3	+7	+3	Lethal riposte

SAMPLE BLADE BRAVO

Uli Quindal the Blade Bravo: Female gnome fighter 5/blade bravo 4; CR 9; Small humanoid; HD 5d10+10 plus 4d8+8; hp 68; Init +8; Spd 20 ft.; AC 22, touch 16, flat-footed 18; Base Atk +9; Grp +6; Atk +16 melee (1d4+4/15–20, *+1 rapier*); Full Atk +16/+11 melee (1d4+4/15–20, *+1 rapier*); SA flourish, melee sneak attack +1d6, spell-like abilities; SQ gnome traits, low-light vision, mobile fighting; AL CN; SV Fort +8*, Ref +10*, Will +5*; Str 12, Dex 18, Con 14, Int 13, Wis 10, Cha 8.

Skills and Feats: Balance +9, Bluff +11, Disguise –1 (+1 to act in character), Escape Artist +10, Jump +0, Listen +2, Tumble +10, Use Rope +4 (+6 involving bindings); Combat Expertise[B], Dodge[B], Goad[B], Iron Will, Improved Critical (rapier), Improved Initiative, Weapon Finesse, Weapon Focus (rapier)[B], Weapon Specialization (rapier)[B].

Flourish (Ex): Uli can add her blade bravo level (+4) to a Bluff check when feinting in combat.

Melee Sneak Attack (Ex): +1d6 points of damage against flat-footed opponents in melee, or against targets Uli is flanking. Creatures that do not have a discernible anatomy or that are immune to extra damage from critical hits are immune to sneak attacks.

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Mobile Fighting (Ex): Uli gains a +1 dodge bonus to AC until the beginning of her next turn in any round when she moves 5 feet or more.

Possessions: +1 chain shirt, +1 rapier, gloves of Dexterity +2, amulet of natural armor +1, cloak of resistance +1, ring of protection +1.

CRAGTOP ARCHER

In times of peace, the cragtop archer hunts across the deep mountain canyons, felling animals too canny for other hunters to approach. In times of war, the cragtop archer fights from a ridgeline, raining arrows down on her foes from hundreds of yards away and winning battles from seemingly impossible distances.

Cragtop archers train their eyes and minds to find targets at great distances, and to quickly compensate for wind, movement, and other factors that affect shots of such difficulty. Few warriors can match the cragtop archer's ability to hold higher ground against a group of enemies.

Human, goliath, and half-elf rangers comprise most of the small number of cragtop archers that patrol the northern ranges, but other races and classes occasionally join their ranks. Fighters, especially those with a level of rogue or ranger, make excellent cragtop archers. Rogues typically prefer to sneak close to their foes rather than train as cragtop archers, and spellcasters rarely have the martial expertise required for the class.

NPC cragtop archers are often encountered at a distance; PCs will see their arrows long before the arrows' origin becomes apparent. While most cragtop archers are content to wander the mountains and hunt for their tribes, in times of war a cragtop archer is a useful ally. Teams of cragtop archers often function as artillery for mountain warbands, striking foes from a great distance and holding the high ground against all comers.

Adaptation: With their racial archery prowess, elves could have a similar prestige class that isn't tied to the mountains. To create such a class, you could replace the Climb and Mountain Warrior requirements with other skill or feat requirements, and likewise replace the adept climber and strike from above class features with class features you create yourself. Alternatively, you could remove the Mountain Warrior requirement and call the prestige class the "elven treetop archer."

Hit Die: d8.

Requirements

To qualify to become a cragtop archer, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Climb 10 ranks, Spot 5 ranks, Survival 5 ranks.

Feats: Far Shot, Mountain Warrior*.

*New feat described in Chapter 6.

Class Skills

The cragtop archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the cragtop archer prestige class.

Weapon and Armor Proficiency: Cragtop archers gain no proficiency with any weapon or armor.

Adept Climber (Ex): A cragtop archer does not lose her Dexterity bonus to Armor Class while climbing.

Farsight (Ex): A cragtop archer enjoys great visual acuity. She suffers only half the normal penalty on her Spot checks because of distance (–1 per 20 feet of distance, rather than –1 per 10 feet). In addition, a cragtop archer takes only half the normal penalty on ranged attacks per range increment (–1 per range increment, rather than –2).

Strike From Above (Ex): Beginning at 2nd level, a cragtop archer gains a +2 bonus on damage rolls when making a ranged attack from higher ground than her target.

Arcing Shot (Ex): A cragtop archer of 3rd level or higher can fire a high, arcing shot to gain greater range with her projectile weapon. Any time the

Vilmaka Keeneye Kalagiano, a cragtop archer

Illus. by F. Vohwinkel

cragtop archer can fire a projectile weapon in an area with at least 40 feet of clearance between her position and the ceiling (or any other overhead obstruction, such as a forest canopy), her maximum range with the projectile weapon is fifteen range increments rather than the normal ten range increments.

Horizon Shot (Su): From 4th level on, a cragtop archer can seemingly hit targets as far away as the horizon as easily as she can hit something nearby. As a full-round action, the cragtop archer can make a single attack with a projectile weapon. This attack is made with no penalty for range, though it still has the same maximum range as a normal attack by the cragtop archer. This ability can be used in conjunction with any ability that extends the range of a projectile weapon, such as the Far Shot feat or the cragtop archer's arcing shot ability.

Mountain Skin (Su): Three times per day, a 5th-level cragtop archer can gather the strength of the mountains into her own body, manifesting her bond with them within herself. While this ability is in effect, the cragtop archer gains damage reduction 5/adamantine.

Activating the mountain skin ability is a free action that does not provoke attacks of opportunity. The benefit from mountain skin lasts for a number of rounds equal to 5 + the character's Con modifier.

Table 5–3: The Cragtop Archer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Adept climber, farsight
2nd	+2	+3	+0	+0	Strike from above
3rd	+3	+3	+1	+1	Arcing shot
4th	+4	+4	+1	+1	Horizon shot
5th	+5	+4	+1	+1	Mountain skin

SAMPLE CRAGTOP ARCHER

Vilmaka Keeneye Kalagiano the Cragtop Archer: Female goliath ranger 7/cragtop archer 2; CR 10; Medium monstrous humanoid; HD 7d8+21 plus 2d8+6; hp 71; Init +4; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk +9; Grp +15; Atk +14 ranged (2d6+2/×3, Large masterwork composite longbow) or +12 melee (3d6+3/×3, Large masterwork greataxe); Full Atk +14/+9 ranged (2d6+2/×3, Large masterwork composite longbow) or +12/+7 melee (3d6+3/×3, Large masterwork greataxe); SA combat style (ranged), favored enemy giants +4, favored enemy magical beasts +2, improved combat style (ranged), strike from above; SQ adept climber, animal companion, darkvision 60 ft., farsight, goliath traits, link with companion, share spells, wild empathy +8 (+4 magical beasts), woodland stride; AL CN; SV Fort +12, Ref +10, Will +5; Str 14, Dex 18, Con 16, Int 12, Wis 14, Cha 8.

Skills and Feats: Climb +13, Hide +14, Jump +8, Knowledge (geography) +6, Knowledge (nature) +8, Listen +7, Move Silently +12, Sense Motive +4, Spot +14, Survival +14 (+16 to keep from getting lost, avoid natural hazards, or in aboveground natural environments); Endurance[B], Far Shot, Many Shot[B], Mountain Warrior*, Point Blank Shot, Precise Shot, Rapid Shot[B], Track[B].

*New feat described in Chapter 6.

Favored Enemy (Ex): Vilmaka gains the indicated bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. She gets the same bonus on weapon damage rolls against creatures of this type.

Strike from Above (Ex): Vilmaka gains a +2 bonus on damage rolls when making a ranged attack from higher ground than her target.

Adept Climber (Ex): Vilmaka does not lose her Dexterity bonus to Armor Class while climbing.

Animal Companion (Ex): Vilmaka has an eagle as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Cloudcatcher: Eagle animal companion; CR —; Small magical beast; HD 3d8+3; hp 16; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17, touch 14, flat-footed 14; Base Atk +2; Grp –2; Atk +6 melee (1d4, talon); Full Atk +6 melee (1d4, 2 talons) and +1 melee (1d4, bite); SA —; SQ bonus tricks, evasion, low-light vision; AL N; SV Fort +4, Ref +6, Will +3; Str 11, Dex 16, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +16; Alertness, Weapon Finesse.

Bonus Tricks: Cloudcatcher is capable of learning two tricks in addition to any that Vilmaka might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the creature. Vilmaka selects these bonus tricks, and once selected, they can't be changed.

Evasion (Ex): If Cloudcatcher is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Farsight (Ex): Vilmaka takes only half the normal penalty on her Spot checks because of distance and only half the normal penalty on ranged attacks per range increment.

Goliath Traits (Ex): Vilmaka's physical stature lets her function in many ways as if she were one size category larger, including using weapons designed for a creature one size larger. Vilmaka can make standing long jumps and high jumps as if they were running long jumps and high jumps. She can engage in accelerated climbing without taking the –5 penalty on the Climb check. Vilmaka is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Link with Companion (Ex): Vilmaka can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Share Spells (Ex): Vilmaka may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. The master may also cast a spell with a target of "You" on her animal companion.

Woodland Stride (Ex): Vilmaka can move through natural thorns, briars, overgrown areas, and similar terrain at

her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect Vilmaka.

Ranger Spells Prepared (2; save DC 12 + spell level): 1st—*longstrider, entangle.*

Possessions: +1 studded leather, Large masterwork greataxe, Large masterwork composite longbow (+2 Str bonus), 40 Large arrows, *gloves of Dexterity +2, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, wand of cure light wounds* (50 charges), 8 pp.

DAWNCALLER

Dawncallers are goliath bards responsible for guarding their tribe throughout the night. They patrol the darkness at the edge of a sleeping goliath camp, keeping the many monsters of the mountains away while the other goliaths rest. In the morning, they awaken the rest of the tribe with stirring songs of goliath bravery.

Because dawncallers must have great musical aptitude, nearly all have at least a few levels in bard. Many have levels in ranger, barbarian, or fighter as well, because dawncallers are often a goliath tribe's first line of defense.

Almost every tribe has at least one dawncaller, and it's not uncommon for a tribe to have as many as a half-dozen. They are rarely found apart from their tribe, although some dawncallers leave goliath society due to injury or a falling-out with other tribe members.

Adaptation: With some revision, the dawncaller prestige class works for nongoliath bards willing to trade their spellcasting and interpersonal skills for more combat ability. The structure of the class (bardic music at 1st level and new songs at intervals thereafter) is useful for other bard-friendly prestige classes you may create.

Hit Die: d8.

Requirements

To qualify to become a dawncaller, a character must fulfill all the following criteria.

Race: Goliath.

Skills: Perform (sing) 8 ranks, Spot 4 ranks, Listen 4 ranks.

Special: Bardic music ability.

Class Skills

The dawncaller's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the dawncaller prestige class.

Weapon and Armor Proficiency: Dawncallers gain no proficiency with any weapon or armor.

Darkvision (Ex): Constant practice peering into the darkness unlocks a goliath's latent darkvision ability. Dawncallers can see in the dark out to 60 feet. Darkvision is black and white only, but is otherwise like normal sight, and dawncallers can function just fine with no light at all.

Bardic Music: Dawncallers combine their dawncaller levels with levels of other classes that offer the bardic music class feature to determine number of bardic music uses per day (but not any other bardic music-related effects).

As a dawncaller attains higher levels, he gains access to new bardic music abilities. These follow the normal rules for bardic music abilities, as detailed on page 29 of the *Player's Handbook*.

Inspire Courage (*Su*): At 2nd level and above, a dawncaller with 10 or more ranks in Perform (sing) can use song to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the dawncaller sing. The effect lasts as long as the ally hears the dawncaller sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack rolls and weapon damage rolls.

If the dawncaller has this ability from another class (such as from bard levels), add together the character's levels from all classes that grant this ability and compare the total to Table 3–4: The Bard on page 27 of the *Player's Handbook* to determine the total bonus granted. For example, a 6th-level bard/2nd-level dawncaller would grant a +2 morale bonus, while a 10th-level bard/10th-level dawncaller would grant a +4 morale bonus.

Inspire Stamina (*Su*): From 4th level on, a dawncaller with 12 or more ranks in Perform (sing) can use his music to refresh his tired allies. While he sings and for 1 minute per class level thereafter, the dawncaller and allies within 30 feet who can hear his song can ignore all the effects of fatigue and exhaustion.

Song of Warding (*Sp*): Beginning at 6th level, a dawncaller with 14 or more ranks in Perform (sing) can use song to help protect an area from incursion by unwanted creatures. Dawncallers generally use this song to protect a goliath tribe's camp at night. The dawncaller must sing the *song of warding* for 5 minutes; when this time has elapsed, he creates an *antipathy* effect that lasts for 2 hours per class level. The Will save DC for a *song of warding* is 10 + class level + dawncaller's Cha modifier. *Song of warding* is an enchantment (compulsion), mind-affecting ability.

Inspire Fury (*Su*): A dawncaller of 8th level or higher with at least 16 ranks in Perform (sing) can use music to turn his allies into furious berserkers. Each ally within 30 feet who can hear the dawncaller sing can choose to enter a rage on her turn. This rage functions identically to a barbarian's rage, except that it ends automatically if the dawncaller stops singing. If the ally already has the ability to rage, she can choose to apply the full effect of her own rage, but without spending one of her daily uses of the ability. A dawncaller can't inspire fury in himself. Inspire fury is a mind-affecting ability.

Song of the Mountain (*Su*): A 10th-level dawncaller with at least 18 ranks in Perform (sing) can imbue himself and his allies with great physical might and stability. The dawncaller and any humanoid allies within 30 feet who can hear

his song gain a +4 bonus to Strength and damage reduction 5/adamantine. All creatures affected by the song of the mountain also gain a +4 bonus on checks to resist being bull rushed or tripped as long as they stand upon the ground. The effect lasts for as long as the allies hear the dawncaller sing and for up to 5 rounds thereafter.

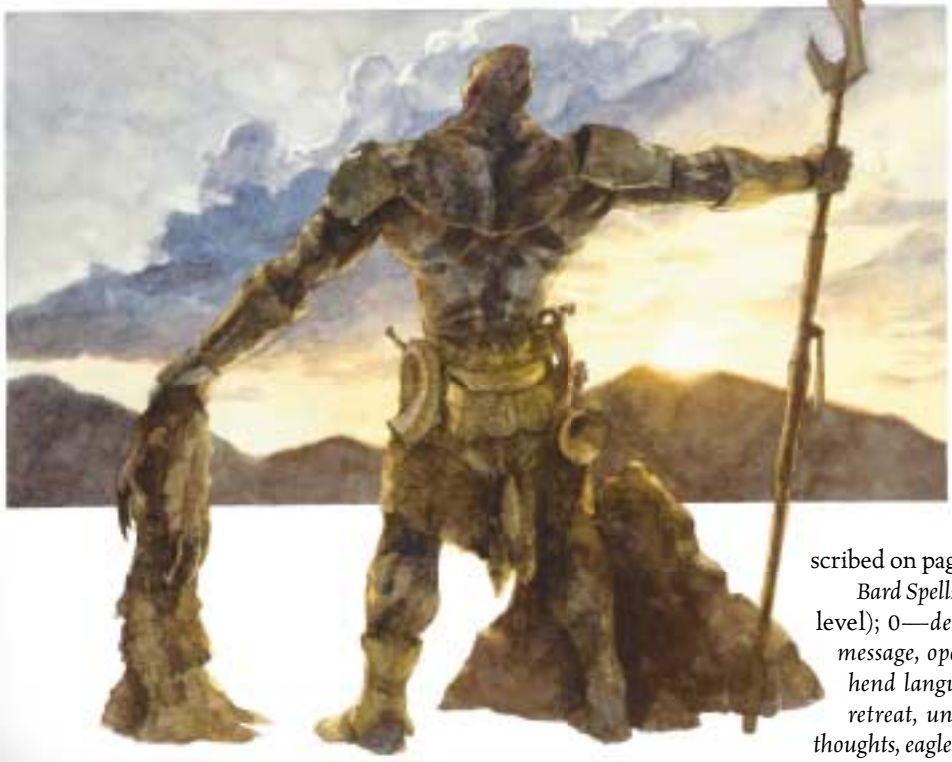
Table 5–4: The Dawncaller

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bardic music, darkvision 60 ft.
2nd	+2	+0	+3	+0	Inspire courage
3rd	+3	+1	+3	+1	—
4th	+4	+1	+4	+1	Inspire stamina
5th	+5	+1	+4	+1	—
6th	+6	+2	+5	+2	*Song of warding*
7th	+7	+2	+5	+2	—
8th	+8	+2	+6	+2	Inspire fury
9th	+9	+3	+6	+3	—
10th	+10	+3	+7	+3	Song of the mountain

SAMPLE DAWNCALLER

Thalham Peacechaser Galanianhi the Dawncaller: Male goliath bard 5/dawncaller 4; CR 10; Medium monstrous humanoid; HD 5d6+10 plus 4d8+8; hp 56; Init –1; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +7; Grp +12; Atk +9 melee (2d6+1/19–20, Large masterwork longsword); Full Atk +10/+5 (2d6+1/19–20, Large masterwork longsword); SA —; SQ bardic knowledge +7, bardic music 9/day (countersong, *fascinate,* inspire competence, inspire courage +2, inspire stamina), darkvision 60 ft., goliath traits; AL NG; SV Fort +4, Ref +7, Will +9; Str 12, Dex 8, Con 14, Int 14, Wis 14, Cha 16.

Illus. by J. Jarvis



Thalham Peacechaser Galanianhi, a dawncaller

Skills and Feats: Appraise +7, Bluff +13, Climb +6, Diplomacy +19, Disguise +6 (+8 to act in character), Gather Information +15, Intimidate +8, Jump +6, Knowledge (local) +9, Listen +11, Perform (sing) +18, Sense Motive +14, Spellcraft +11 (+13 to decipher scrolls), Spot +13, Use Magic Device +16 (+18 with scrolls); Alertness, Iron Will, Magical Aptitude, Negotiator.

Countersong (Su): Thalham can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Thalham who is affected by a sonic or language-dependent magical attack may use Thalham's Perform check result in place of his or her saving throw, if desired. Countersong lasts for 10 rounds.

Fascinate (Sp): Thalham can cause up to three creatures within 90 feet that can see and hear him to become fascinated with him (sit quietly, –4 penalty on skill checks made as reactions, such as Listen and Spot checks). Thalham's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts for 9 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Thalham gets a +2 competence bonus on skill checks for as long as he can hear the music. Inspire competence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including Thalham himself) who can hear Thalham receive a +2 morale bonus on saves against charm and fear effects, and a +2 morale bonus on attack rolls and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear Thalham.

Inspire Stamina (Su): Thalham can sing to refresh his tired allies. While he sings and for 9 minutes thereafter, Thalham and allies within 30 feet who can hear his song can ignore all the effects of fatigue and exhaustion.

Goliath Traits (Ex): Thalham's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Thalham can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Thalham is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide.*

Bard Spells Prepared (3/4/2; save DC 12 + spell level); 0—*detect magic, know direction, lullaby, message, open/close, read magic;* 1st—*comprehend languages, cure light wounds, expeditious retreat, undetectable alignment;* 2nd—*detect thoughts, eagle's splendor, invisibility.*

Possessions: +1 studded leather, +1 mithral buckler, Large masterwork longsword, *amulet of natural armor +1, circlet of persuasion, ring of protection +1,* 17 pp.

DEEPWARDEN

While clanwardens guard dwarf cities and clanholds as a last line of defense, deepwardens serve as a living early warning system against threats from both the environment and other creatures. Deepwardens are typically adventurers or retired dwarf militia members who wish to explore the depths of the earth. They travel deep underground and survive on their own, far from civilization. There they search for new resources, threats, or other interesting findings, and send reports back to their city comrades.

Deepwardens are considered the first line of defense against invasions or other threats, and as such they must be both physically hardy and able to survive in the wilderness for an extended period. A warden's first duty is to find out the nature of any threats to the community, then stay alive long enough to make sure his city is warned and can prepare. If a dwarf can meet these criteria, whether through magic or might, he is welcomed among the deepwardens.

Unlike most dwarf NPCs, a deepwarden spends most of his time away from other dwarves and far from dwarf communities. Many join with adventurers for a time as patrons or guides. Dwarven lore is full of tales of deepwardens who saved a group of lost or imprisoned surface adventurers.

Adaptation: The deepwarden prestige class has many class features suitable for any class whose members spend a long time away from civilization yet still need to communicate with it. *Animal messenger, sending,* and *greater animal messenger* would be appropriate class features for other prestige classes that focus on long-range reconnaissance, whether above the ground or below.

Hit Die: d12.

Requirements

To qualify to become a deepwarden, a character must fulfill all the following criteria.

Race: Dwarf.

Base Attack Bonus: +5.

Skills: Climb 5 ranks, Heal 5 ranks, Jump 5 ranks, Knowledge (dungeoneering) 5 ranks, Survival 5 ranks.

Feat: Endurance.

Class Skills

The deepwarden's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the deepwarden.

Weapon and Armor Proficiency: Deepwardens are proficient with all types of simple and martial weapons, all types of armor, and shields (except tower shields).

Track: A deepwarden gains Track as a bonus feat.

Trap Sense (Ex): A deepwarden has an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by 1 at every three deepwarden levels thereafter (4th, 7th, and 10th). Trap sense bonuses gained from multiple classes stack.

Stone Warden (Ex): Beginning at 2nd level, a deepwarden knows how to use his strengths to compensate for his weaknesses. He adds his Constitution bonus to AC instead of his Dexterity, if the character's Constitution bonus is higher. The deepwarden loses this bonus to his Armor Class whenever he would normally be denied his Dexterity bonus to AC. In such a situation, the deepwarden would still be considered flat-footed.

Animal Messenger (Sp): From 3rd level on, a deepwarden can compel a Tiny animal to carry a message to his allies at a spot he designates. This ability functions as the *animal messenger* spell (see page 198 of the *Player's Handbook*), with a caster level equal to the deepwarden's class level.

Uncanny Dodge (Ex): Starting at 4th level, a deepwarden gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus (if any, or his Constitution bonus, if it's higher) to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity (or Constitution) bonus to AC if immobilized.

If a character gains uncanny dodge from a different class (a deepwarden with at least four levels of rogue, for example), he automatically gains improved uncanny dodge (see below) instead.

Stubborn Mind (Ex): Starting at 5th level, a deepwarden has a mental resistance to outside influences. If a deepwarden with the stubborn mind ability is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw. This ability also works against a mind flayer's *mind blast* attack.

Sending (Sp): Beginning at 6th level, a deepwarden can contact a particular creature with which he is familiar and send a short message of twenty-five words or less. This ability functions as the *sending* spell (see page 275 of the *Player's Handbook*), with a caster level equal to the deepwarden's class level.

Swift Tracker (Ex): Beginning at 7th level, a deepwarden can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Improved Uncanny Dodge (Ex): At 8th level and higher, a deepwarden can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react

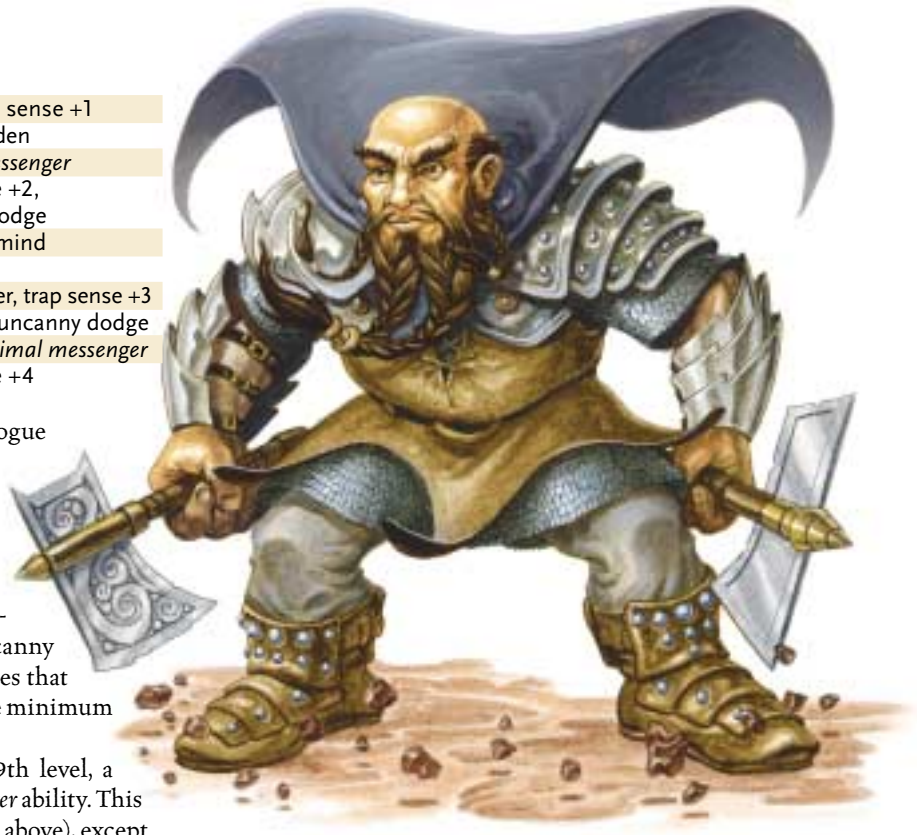
Table 5–5: The Deepwarden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Track, trap sense +1
2nd	+2	+3	+0	+3	Stone warden
3rd	+3	+3	+1	+3	*Animal messenger*
4th	+4	+4	+1	+4	Trap sense +2, uncanny dodge
5th	+5	+4	+1	+4	Stubborn mind
6th	+6	+5	+2	+5	*Sending*
7th	+7	+5	+2	+5	Swift tracker, trap sense +3
8th	+8	+6	+2	+6	Improved uncanny dodge
9th	+9	+6	+3	+6	*Greater animal messenger*
10th	+10	+7	+3	+7	Trap sense +4

to a single attacker. This defense denies a rogue the ability to sneak attack the deepwarden by flanking him, unless the attacker has at least four more rogue levels than the target has deepwarden levels.

If a character already has uncanny dodge (see above) from a different class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Greater Animal Messenger (Sp): At 9th level, a deepwarden gains the *greater animal messenger* ability. This functions as the *animal messenger* ability (see above), except the deepwarden can use an animal of up to Small size as his messenger.



Illus. by J. Nelson

Osson Hjortgar, a deepwarden

SAMPLE DEEPWARDEN

Osson Hjortgar the Deepwarden: Male dwarf ranger 5/deepwarden 4; CR 9; Medium humanoid; HD 5d8+15 plus 4d12+12; hp 79; Init +0; Spd 20 ft.; AC 20, touch 14, flat-footed 20; Base Atk +9; Grp +12; Atk +14 melee (1d10+4/×3, *+1 dwarven waraxe*); Full Atk +12/+7 melee (1d10+4/×3, *+1 dwarven waraxe*) and +12 melee (1d6+1/×3, masterwork handaxe); SA combat style (two-weapon combat), favored enemy elves +4, favored enemy orcs +2; SQ animal companion, *animal messenger,* darkvision 60 ft., dwarf traits, link with companion, share spells, stone warden, trap sense +2, uncanny dodge, wild empathy +3 (–1 magical beasts); AL LN; SV Fort +12* (+14 against poison), Ref +6*, Will +8*; Str 16, Dex 10, Con 16, Int 12, Wis 14, Cha 6.

Skills and Feats: Climb +7, Heal +9, Hide +11, Jump +1, Knowledge (dungeoneering) +6, Listen +12, Move Silently +11, Search +8, Spot +12, Survival +16 (+18 when underground or following tracks), Use Rope +5; Endurance[B], Self-Sufficient, Stealthy, Track[B], Two-Weapon Fighting[B], Weapon Focus (dwarven waraxe), Weapon Focus (handaxe).

Favored Enemy (Ex): Osson gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Animal Companion (Ex): Osson has a badger as an animal companion. This creature is a loyal companion that accompanies him on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Krick: Badger animal companion; CR —; Small magical beast; HD 1d8+2; hp 6; Init +3; Spd 30 ft., burrow 10 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –5; Atk +4 melee (1d2–1, claw); Full Atk +4 melee (1d2–1, 2 claws) and –1 melee (1d3–1, bite); SA rage; SQ bonus trick, low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track[B], Weapon Finesse.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The following changes are in effect as long as Krick rages: hp 8; AC 13, touch 12, flat-footed 10; Grp –3; Atk +4 melee (1d2+1, claw); Full Atk +4 melee (1d2+1, 2 claws) and –1 melee (1d3, bite); SV Fort +6, Str 12, Con 19.

Krick can't end its rage voluntarily.

Bonus Trick: Krick is capable of learning one trick in addition to any that Osson might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. Osson selects this bonus trick, and once selected, it can't be changed.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Animal Messenger (Sp): Osson can lure a Tiny animal to carry a message to his allies at a spot he designates. Osson's *animal messenger* ability has a duration of four days (caster level 4th).

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Link with Companion (Ex): Osson can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Share Spells (Ex): Osson may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. Osson may also cast a spell with a target of "You" on his animal companion.

Stone Warden (Ex): Osson adds his Constitution bonus to AC instead of his Dexterity bonus.

Trap Sense: Against attacks by traps, Osson gets a +2 bonus on Reflex saves and a +2 dodge bonus to Armor Class.

Uncanny Dodge (Ex): Osson can react to danger before his senses would normally allow him to do so. He retains his Constitution bonus to Armor Class even when caught flat-footed.

Ranger Spells Prepared (1; save DC 12 + spell level): 1st—*longstrider.*

Possessions: +1 chain shirt, +1 dwarven waraxe, masterwork handaxe, *amulet of natural armor +1, cloak of resistance +1, ring of protection +1, wand of cure light wounds* (50 charges), 2 *potions of blur,* 2 *potions of bear's endurance,* 2 *potions of cure moderate wounds,* 56 pp, 4 gp.

DIVINE PRANKSTER

While many gnome clerics follow the teachings of Garl Glittergold, a few have such great devotion to the Prankster God that they stand apart from others among his clergy. These individuals embrace Garl's methods of teaching through harmless object lessons and dedicate their lives to acting as his agents in the world. While some wonder whether devotion to the Prankster God or a wicked sense of humor actually drives these self-titled "pranksters," none can deny the potent abilities they exercise in their quest for the perfect educational prank.

Multiclass cleric/bards make up the majority of pranksters. Other classes sometimes follow this path, but only after serving among the clergy of Garl Glittergold's church for a time, learning how to minister to the spiritual needs of others.

NPC divine pranksters love to try their tricks on adventurers and other visitors to gnome communities. Seeing how a newcomer reacts to a prank is one of the best ways to test her mettle. Those who react with rage or violence quickly find themselves unwelcome among the gnomes, who tend to dislike anyone who can't take a joke. Those who appreciate the humor behind a prank—or who find a clever and humorous way to retaliate—can earn much respect from other divine pranksters and gnomes in general.

Adaptation: The divine prankster prestige class combines features of both the bard and the cleric, allowing a multiclass bard/cleric to be as effective as his single-class counterparts. With slight changes, the class is suitable for nongnome PCs, especially clerics who worship deities of trickery or humor.

Hit Die: d6.

Requirements

To qualify to become a divine prankster, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Bluff 8 ranks, Perform (comedy) 8 ranks, Sleight of Hand 8 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: The character must be a worshiper of Garl Glittergold.

Class Skills

The divine prankster's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the divine prankster prestige class.

Weapon and Armor Proficiency: Divine pranksters gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a divine prankster gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If he had more than one spellcasting class before becoming a divine prankster, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Comedic Performance: Once per day per class level, a divine prankster can use his comedy to produce magical effects on those around him. Each ability requires a minimum divine prankster level, and some require a minimum number of ranks in Perform (comedy) to qualify.

If a divine prankster has bard levels, he can add his bard levels to his divine prankster levels to determine the number of daily uses of his comedic performance.

Table 5–6: The Divine Prankster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Comedic performance, inspire courage	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Infuse figment	+1 level of existing spellcasting class
3rd	+1	+1	+3	+3	Disguise spell (somatic)	+1 level of existing spellcasting class
4th	+2	+1	+4	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+4	+4	Enrage enemies	+1 level of existing spellcasting class
6th	+3	+2	+5	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+5	+5	Zigzag	+1 level of existing spellcasting class
8th	+4	+2	+6	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+6	+6	Disguise spell (verbal)	+1 level of existing spellcasting class
10th	+5	+3	+7	+7	Killing joke	+1 level of existing spellcasting class

Inspire Courage (Su): A divine prankster can use his comedic performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the prankster perform. The effect lasts for as long as the ally hears the prankster perform and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

A divine prankster's ability to inspire courage doesn't normally improve with level. However, if a divine prankster already has this ability from another class (such as from bard levels), add together his class levels from all classes that grant this ability and compare the total to Table 3–4: The Bard on page 27 of the *Player's Handbook* to determine the morale bonus granted by this ability. For example, a 2nd-level bard/3rd-level cleric/6th-level divine prankster would grant a +2 morale bonus on the appropriate rolls.

Enrage Enemies (Su): A divine prankster of 5th level or higher with 13 or more ranks in Perform (comedy) can use his comedic talents to enrage one or more creatures. Each creature to be enraged must be within 90 feet, able to see or hear the divine prankster, and able to pay attention to him. The divine prankster must also be able to see the creature. The distraction of a nearby combat or other dangers does not prevent the ability from working, but grants the creature a +4 bonus on its Will save to resist the effect. A divine prankster can target one creature per three class levels with this ability.

To use the ability, a divine prankster makes a Perform (comedy) check. His check result is the DC for each affected creature's Will save against the ability. If a creature's saving throw succeeds, the divine prankster cannot attempt to enrage that creature again for 24 hours. If its saving throw fails, the creature focuses its attention on the divine prankster, making melee attacks against him each round (or closing with the divine prankster if melee attacks are not yet possible). If the creature can't attack or approach the divine prankster, it stands in place, screaming in futile anger.

An enraged foe gains a +2 morale bonus on its attack rolls and damage rolls against the divine prankster, but takes a –4 penalty to its AC while enraged. The effect lasts as long as the divine prankster continues to perform and concentrate (up to a maximum of 1 round per divine prankster level). If the creature is attacked or injured by the divine prankster or his allies, the effect ends (for that creature only). Alternatively, an ally of the affected creature can spend a standard action to attempt to break it free of its rage; doing this grants the creature a new saving throw with a +2 bonus. Enrage enemies is an enchantment (charm), mind-affecting ability.

Killing Joke (Su): A 10th-level divine prankster with 18 or more ranks in Perform (comedy) has learned the secret of the killing joke. The divine prankster must concentrate and perform for 3 consecutive rounds to set up a killing joke. He must be able to see his potential victim, and his potential victim must be able to hear and understand him for this period.

During the first round, the prankster's prattle seems only annoying and harmless. In the second round, the target can attempt a Sense Motive check, opposed by the prankster's Perform (comedy) check, to recognize the potential danger of the act. A target who stops up his ears or otherwise renders himself incapable of hearing the divine prankster (typically requiring a standard action that does not provoke attacks of opportunity) is immune to the effect.

After the third round of comedic performance, the victim instantly dies unless he succeeds on a Will save (DC 10 + the divine prankster's level + divine prankster's Cha modifier).

Killing joke is an enchantment (compulsion), language-dependent, mind-affecting ability.

Infuse Figment (Su): Beginning at 2nd level, a divine prankster can expend a turn or rebuke undead attempt to infuse one of his illusion (figment) spells with a boost of extra realism. Doing this increases by 10 the Will save DC to recognize the figment as illusory. The save DC boost remains in effect for 1 hour or until the figment's duration has elapsed, whichever comes first.

Disguise Spell (Ex): From 3rd level on, a divine prankster knows how to disguise the somatic component of his spellcasting. He must still gesture to cast spells, but these gestures appear to have no relation to casting a spell. This ability increases the Spellcraft check DC to identify the spell he is casting by 5, and if the Spellcraft check fails by 5 or more, the identifying character misidentifies the spell cast.

At 9th level and higher, a divine prankster also knows how to disguise the verbal component of his spellcasting. He must still speak to cast spells, but he can work the verbal component of the spell to be cast into normal conversation or any other form of vocal communication. This ability increases the Spellcraft check DC to identify the spell he is

casting by 5, and if the Spellcraft check fails by 5 or more, the identifying character misidentifies the spell cast. The divine prankster can use this ability in conjunction with his ability to disguise somatic components if he desires, thus increasing the Spellcraft check DC to identify one of his disguised spells by a total of 10.

Neither of these abilities makes a spell any less difficult to cast, nor do they eliminate the attacks of opportunity that spellcasting might provoke.

Zigzag (Ex): A divine prankster of 7th level or higher can deceive attackers into wasting their attacks. Once per round, when the divine prankster takes an action that would provoke attacks of opportunity, he can attempt a Bluff check as a free action. The divine prankster can use his Bluff check result as his AC against any attacks of opportunity incurred by his action.

SAMPLE DIVINE PRANKSTER

Sahir Yimble the Divine Prankster: Male gnome bard 2/cleric 4/divine prankster 3; CR 9; Small humanoid; HD 2d6+2 plus 4d8+4 plus 3d6+3; hp 47; Init +2; Spd 20 ft.; AC 20, touch 13, flat-footed 18; Base Atk +5; Grp –1; Atk +9 ranged (1d4+1/×3, *+1 shortbow*) or +5 melee (1d6–2/×3, masterwork battleaxe); Full Atk +9 ranged (1d4+1/×3, *+1 shortbow*) or +5 melee (1d6–2/×3, masterwork battleaxe); SA spell-like abilities, turn undead 5/day (+2, 2d6+6, 4th); SQ bardic knowledge +3, bardic music 2/day (countersong, *fascinate,* inspire courage +1), comedic performance 5/day (inspire courage +1), disguise spell (somatic), gnome traits, infuse figment, low-light vision; AL CN; SV Fort +7*, Ref +10*, Will +15*; Str 6, Dex 14, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Bluff +12, Concentration +9, Diplomacy +4, Disguise +2 (+4 to act in character), Escape Artist +9, Hide +14, Intimidate +4, Jump –9, Listen +12, Perform (comedy) +14, Sleight of Hand +11, Use Magic Device +7, Use Rope +2 (+4 involving bindings); Martial Weapon Proficiency (battleaxe), Point Blank Shot, Precise Shot, Spell Focus (enchantment).

Sahir Yimble, a divine prankster

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Countersong (Su): Sahir can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of Sahir who is affected by a sonic or language-dependent magical attack may use Sahir's Perform check result in place of his or her saving throw, if desired. Countersong lasts for 10 rounds.

Disguise Spell (Ex): Because Sahir disguises the somatic components of the spells he casts, the Spellcraft check DC to identify spells he is casting is increased by 5. If the Spellcraft check fails by 5 or more, the identifying character misidentifies the spell cast.

Fascinate (Sp): Sahir can cause up to two creatures within 90 feet that can see and hear him to become fascinated with him (sit quietly, –4 penalty on skill checks made as reactions, such as Listen and Spot checks). Sahir's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts for 2 rounds.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Infuse Figment (Su): Sahir can expend a turn undead attempt to infuse one of his illusion (figment) spells with a boost of extra realism and increase by 10 the Will save DC to disbelieve the figment. The save DC boost remains in effect for 1 hour, or until the figment's duration has elapsed, whichever is first.

Inspire Courage (Su): Allies (including Sahir himself) who can hear Sahir receive a +1 morale bonus on saves against charm and fear effects, and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear Sahir.

Bard Spells Known (3/1; save DC 12 + spell level, 13 + spell level for enchantment spells): 0—*detect magic, know direction, mending, message, read magic*; 1st—*comprehend languages, identify.*

Cleric Spells Prepared (6/6/5/4/3; save DC 14 + spell level, 15 + spell level for enchantment spells): 0—*detect magic* (2), *detect poison, guidance, light, resistance*; 1st—*bless, cause fear* (2), *divine favor, sanctuary*, shield of faith*; 2nd—*aid, bear's endurance, hold person* (2), *invisibility**; 3rd—*dispel magic, magic vestment, nondetection*, prayer;* 4th—*confusion*, freedom of movement, greater magic weapon.*

*Domain Spell. *Domains:* Protection (protective ward grants +4 resistance bonus on next save, 1/day), Trickery (Bluff, Disguise, Hide class skills).

Possessions: +2 chain shirt, masterwork shortbow with 20 arrows, masterwork battleaxe, *periapt of Wisdom +2, cloak of resistance +1, ring of protection +1, potion of blur, wand of cure light wounds* (50 charges), diamond dust (100 gp), 2 pearls (100 gp each).

Illus. by W. England

EARTH DREAMER

Deep are the dreams of mountains, and the earth trembles with the power of their dreaming. Earth dreamers move within these ancient dreams, attuning themselves to their power and mastering strange abilities over the earth. Many other characters and creatures consider earth dreamers to be a strange lot, partly because these exotic spellcasters are liable to remain silent for years at a time, contemplating the power and beauty of the earth dream.

Most earth dreamers are gnome druids or wizards, but spellcasters of every race have been known to pursue the power of the earth dream. The dream dwarves (see page 88) number many earth dreamers among their race.

NPC earth dreamers are often the subject of a quest, with adventurers traveling to their remote shrines and lairs seeking wisdom and guidance. When they stir from their communion with the earth, a dreamer makes a great guide to the underground world—provided you can keep up.

Adaptation: This class is earth-focused, suggesting that the earth dreamer class might have three counterparts that combine divination ability with affinity for the elements of fire, water, and air. The prestige classes for the other three elements would replace the tremorsense and earth glide class features with other abilities related to their respective elements. Looking at the special abilities of these elements' relevant elementals would be a good way to find such class features.

Hit Die: d4.

Illus. by F. Vohwinkel

Kyliki Turco, an earth dreamer

Requirements

To qualify to become an earth dreamer, a character must fulfill all the following criteria.

Skills: Knowledge (nature) 5 ranks, Spellcraft 10 ranks.

Feats: Earth Sense*.

Special: Able to cast 1st-level spells.

*New feat described in Chapter 6.

Class Skills

The earth dreamer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Listen (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the earth dreamer prestige class.

Weapon and Armor Proficiency: Earth dreamers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an earth dreamer gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If she had more than one spellcasting class before becoming an earth dreamer, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude (see page 72 of the *Player's Handbook*) is improved by one step.

Earth Dream (Sp): By attuning herself to the earth dream, an earth dreamer of 2nd level or higher can pull knowledge from the mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with the *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Lesser Tremorsense (Ex): Beginning at 3rd level, an earth dreamer is so in tune with the earth that she gains the tremorsense ability (see page 316 of the *Monster Manual*) with a range of 10 feet. Her Earth Sense feat (see Chapter 6: Character Options) still functions beyond that range, but she can now sense and pinpoint foes within 10 feet without an action.

Earth Sight (Su): An earth dreamer of 4th level or higher can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use lasts for a number of rounds equal to 3 + the earth dreamer's Con modifier.

Earth Glide (Su): A 5th-level earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action. Each use lasts for a number of rounds equal to 3 + the earth dreamer's Con modifier.

SAMPLE EARTH DREAMER

Kyliki Turco the Earth Dreamer: Female gnome druid 7/earth dreamer 3; CR 10; Small humanoid; HD 7d8+21 plus 3d4+9; hp 72; Init +0; Spd 15 ft.; AC 18, touch 12, flat-footed 18; Base Atk +6; Grp +0; Atk +6 melee (1d4–2, masterwork club) or +8 ranged (1d4–2, masterwork club); Full Atk +6/+1 melee (1d4–2, masterwork club) or +8 ranged (1d4–2, masterwork club); SA spell-like abilities; SQ animal companion, *earth dream*, earth friend, gnome traits, lesser tremorsense, link with companion, low-light vision, nature sense, resist nature's lure, share spells, trackless step, wild empathy +11 (+7 magical beasts), wild shape 3/day (Small or Medium animal), woodland stride; AL NG; SV Fort +13*, Ref +5*, Will +14*; Str 6, Dex 10, Con 16, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +9, Handle Animal +7, Jump –11, Knowledge (nature) +8, Listen +12, Ride +8, Spellcraft +14, Spot +12, Survival +14 (+16 in aboveground natural environments); Earth Sense*, Earth Spell*, Heighten Spell, Natural Spell.

*New feats described in Chapter 6.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Animal Companion (Ex): Kyliki has a riding dog as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Shardeth: Riding dog animal companion; CR —; Medium magical beast; HD 6d8+18 plus 3; hp 48; Init +3; Spd 50 ft.; AC 21, touch 13, flat-footed 18; Base Atk +4; Grp +7; Atk +8 melee (1d6+4, bite); Full Atk +8 melee (1d6+4, bite); SA —; SQ bonus tricks, devotion, evasion, low-light vision, scent; AL N; SV Fort +8, Ref +8, Will +3 (+7 against enchantment spells and effects); Str 17, Dex 17, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +7, Spot +7, Swim +4, Survival +1 (+5 when tracking by scent); Alertness, Toughness, Track[B], Weapon Focus (bite).

Bonus Tricks: Shardeth is capable of learning three tricks in addition to any that Kyliki might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the creature. Kyliki selects these bonus tricks, and once selected, they can't be changed.

Devotion (Ex): Shardeth has a+4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex): If Shardeth is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Earth Dream (Sp): Once per day, Kyliki can pull knowledge from the mountains. This ability functions much like a *divination* spell, and using it takes 10 minutes. Kyliki can ask one question and receive a short, cryptic answer in return. The chance of receiving an answer is 76%, and the dream only reveals correct answers. The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. Multiple uses of this ability regarding the same topic by Kyliki use the same dice result and reveal the same answer each time.

Earth Friend (Ex): The attitude of creatures with the earth subtype toward Kyliki is improved by one step (see page 72 of the *Player's Handbook*).

Table 5–7: The Earth Dreamer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Earth friend	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	*Earth dream*	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Lesser tremorsense	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Earth sight	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	Earth glide	+1 level of existing spellcasting class

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Lesser Tremorsense (Ex): Kyliki has the tremorsense ability with a range of 10 feet.

Link with Companion (Ex): Kyliki can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Resist Nature's Lure (Ex): Kyliki gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): Kyliki may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): Kyliki leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Kyliki can change into a Small or Medium animal and back again three times per day, as with the *polymorph* spell. This ability lasts for 7 hours or until she changes back.

Woodland Stride (Ex): Kyliki can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/5/5/4/4/2); save DC 14 + spell level): 0—*detect magic* (2), *detect poison, know direction, light, read magic*; 1st—*cure light wounds, entangle, longstrider, obscuring mist, speak with animal*; 2nd—*animal messenger, barkskin, delay poison, hold animal, tree shape*; 3rd—*cure moderate wounds, plant growth, speak with plants, stone shape*; 4th—*control water, cure serious wounds* (2), *spike stones*; 5th—*flame strike, wall of thorns.*

Possessions: +1 hide armor, masterwork light wooden shield, masterwork club, *periapt of Wisdom +2, cloak of resistance +2, amulet of natural armor +1, ring of protection +1, Quaal's feather token* (*tree*), *potion of blur,* scroll of *cure serious wounds*, scroll of *reincarnate*, *wand of cure light wounds* (50 charges), 1 pp.

GOLIATH LIBERATOR

Giants—especially frost and hill giants—sometimes kidnap and enslave goliaths, putting them to work performing menial labor in their mines or camps. Particularly evil giants might even capture goliaths for the cook-pot or the sacrificial altar. When goliaths don't return to camp, the entire tribe mobilizes to find them. If the tribe is fortunate, it has one or more goliath liberators among its members to lead the rescue.

Goliath liberators are experts at infiltrating giant dwellings, freeing the captives within, then exacting revenge on the giants while the freed goliaths escape. Many are their tribe's best soldiers and hunters, and they have honed their combat techniques against giants through bitter experience. Fully half of all goliath liberators have spent time in the chains of giants.

Barbarians, rangers, and rogues are the classes most likely to have the combination of stealth and fighting prowess necessary to become a goliath liberator. A few fighters and druids take a level or two of the prestige class as well.

When a goliath liberator is on the trail of captured goliaths, she brooks no opposition or delay, but she's often willing to enlist whatever allies happen to be available. NPC goliath liberators sometimes strike up deals with adventurers, lending their strength to an assault on a giant fortress as long as they can free any goliath prisoners in the process. If giants ever capture the PCs, their best hope for rescue might take the mottled, musclebound form of a goliath liberator.

Adaptation: While this prestige class is specific to goliaths, it can be converted into a different giant-fighting class with little difficulty. If you do so, balance giant-specific class features (such as favored enemy) with class features that are useful against giants but more broadly applicable (such as avoid thrown weapons).

Hit Die: d10.

Requirements

To qualify to become a goliath liberator, a character must fulfill all the following criteria.

Race: Goliath.

Base Attack Bonus: +7.

Skills: Hide 5 ranks, Move Silently 5 ranks.

Feats: Track.

Special: The character must have participated in the successful rescue of captives held by giants, or must have been imprisoned by giants and escaped.

Class Skills

The goliath liberator's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the goliath liberator prestige class.

Weapon and Armor Proficiency: Goliath liberators gain proficiency with martial weapons and with light and medium armor.

Favored Enemy (Giant) (Ex): A goliath liberator has giants as a favored enemy. Due to her extensive study of giants and training in the proper techniques for combating such creatures, the liberator gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

These bonuses stack with those gained from the favored enemy (giants) class feature of other classes (such as ranger), but this ability does not increase those classes' other favored enemy bonuses. For instance, if a 5th-level ranger/1st-level goliath liberator has already selected giants as one of her ranger favored enemies, this +2 bonus would stack with

the favored enemy (giants) bonus she already had. It would not increase the character's favored enemy bonuses against other types of creatures.

This bonus increases to +4 when the liberator reaches 5th level.

Avoid Thrown Weapons (Ex): A goliath liberator of 2nd level or higher is adept at dodging rocks thrown by giants, and by extension has learned to avoid other thrown weapons. She has a +2 dodge bonus to her AC against thrown weapons.

Equal Footing (Ex): The bigger they are, the harder a goliath liberator can make them fall. At 3rd level, a goliath liberator gains Improved Trip as a bonus feat, even if she does not meet the prerequisites. In addition, when making a trip attack against a creature at least one size category larger than she is, the goliath liberator gains an additional +4 bonus on her Strength check made to trip the opponent.

Avoid Reach (Ex): At 4th level and higher, a goliath liberator knows how to duck under and around the blows of even the longest-limbed giant. This ability grants the liberator a +2 dodge bonus to AC against melee attacks made by creatures that are not adjacent to her.

Table 5–8: The Goliath Liberator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Favored enemy (giants) +2
2nd	+2	+3	+0	+0	Avoid thrown weapons
3rd	+3	+3	+1	+1	Improved trip
4th	+4	+4	+1	+1	Avoid reach
5th	+5	+4	+1	+1	Favored enemy (giants) +4

SAMPLE GOLIATH LIBERATOR

Malath Bearkiller Kathinumeno the Goliath Liberator: Female goliath ranger 3/barbarian 4/goliath liberator 4; CR 12; Medium monstrous humanoid; HD 3d8+9 plus 4d12+12 plus 4d10+12; hp 98; Init +1; Spd 40 ft.; AC 20, touch 12, flat-footed 20; Base Atk +11; Grp +21; Atk +19 melee (2d6+10/19–20, Large +1 *dire flail*) or +13 ranged (2d6+6/×3, Large masterwork composite longbow); Full Atk +17/+12/+7 melee (2d6+7/19–20, Large +1 *dire flail*) and +17 melee (2d6+4/19–20, Large +1 *dire flail*) or +13/+8/+3 ranged (2d6+6/×3, Large masterwork composite longbow); SA combat style (two-weapon combat), equal footing, favored enemy giants +4, rage 2/day; SQ avoid reach, avoid thrown weapons, fast movement, goliath traits, trap sense +1, uncanny dodge, wild empathy +2 (–2 magical beasts), woodland stride; AL CN; SV Fort +16, Ref +8, Will +6; Str 22, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +10, Hide +9, Jump +14, Knowledge (geography) +5, Knowledge (nature) +7, Listen +9, Move Silently +9, Sense Motive +3, Spot +9, Survival +15 (+17 to avoid getting lost or natural hazards, or in aboveground natural environments); Endurance[B], Exotic Weapon Proficiency (dire flail), Improved Critical (dire flail), Improved Trip[B], Power Attack, Track[B], Two-Weapon Fighting[B], Weapon Focus (dire flail).

Equal Footing (Ex): Malath has Improved Trip as a bonus feat and gains a +4 bonus on his Strength check to trip opponents at least one size category larger than she is.

Favored Enemy (Giants) (Ex): Malath gains a +4 bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against giants. She gets the same bonus on weapon damage rolls against giants.

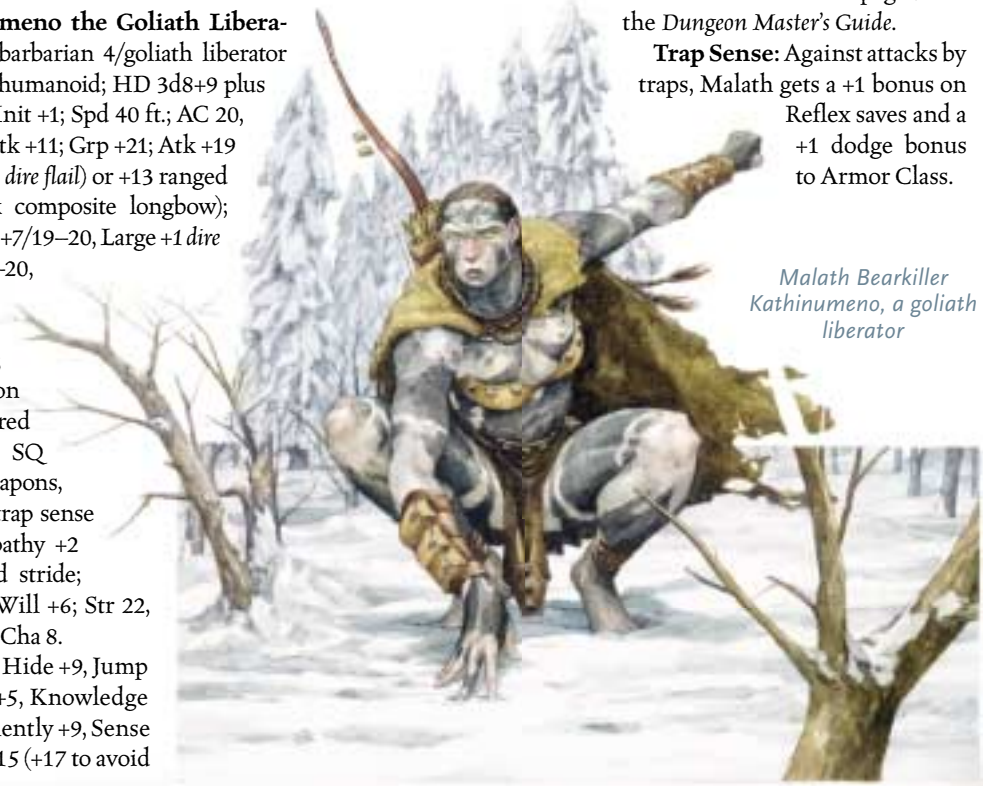
Rage (Ex): Twice per day, Malath can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as she rages: hp 120; AC 18, touch 10, flat-footed 18; Grp +23; Atk +21 melee (2d6+13/19–20, Large +1 *dire flail*); Full Atk +19/+14/+7 melee (2d6+9/19–20, Large +1 *dire flail*) and +19 melee (2d6+5/19–20, Large +1 *dire flail*); SV Fort +18, Will +8; Str 26, Con 20; Climb +12, Jump +16. At the end of her rage, Malath is fatigued for the duration of the encounter.

Avoid Reach (Ex): Malath gains a +2 dodge bonus to AC against melee attacks from creatures not adjacent to her.

Avoid Thrown Weapons (Ex): Malath gains a +2 dodge bonus to AC against thrown weapons.

Goliath Traits (Ex): Malath's physical stature lets her function in many ways as if she were one size category larger, including using weapons designed for a creature one size larger. Malath can make standing long jumps and high jumps as if they were running long jumps and high jumps. She can engage in accelerated climbing without taking the –5 penalty on the Climb check. Malath is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Trap Sense: Against attacks by traps, Malath gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.



Malath Bearkiller Kathinumeno, a goliath liberator

Illus. by J. Jarvis

Uncanny Dodge (Ex): Malath can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Woodland Stride (Ex): Malath can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Possessions: +2 mithral chainmail, Large *+1 dire flail,* Large masterwork composite longbow (+6 Str bonus) with 30 Large arrows, *gauntlets of ogre power, amulet of natural armor +1, cloak of resistance +2, ring of protection +1, wand of cure light wounds* (50 charges), *potion of cure moderate wounds,* 6 pp.

IRON MIND

Elite warriors trained to resist mental compulsions of all kinds, members of the iron mind prestige class defend dwarf and gnome kingdoms against intrusions by mind flayers, dark elf enchanters, and the like. An iron mind becomes one with her armor, and its presence protects her from mental assault as thoroughly as it wards against physical blows. Iron minds combine the protection and assurance that their armor provides with rigorous training to overcome physical injury through mental power into one seamless fighting technique.

Not content to simply play a defensive role, iron minds train fiercely for confrontations against mind-controlling foes. They then seek out those foes before the threat to their homelands grows too great. Too few to march openly against mind flayer cities, the iron minds instead concentrate their efforts against powerful solitary foes: illithid scouts and envoys, evil fey, and others capable of mind control.

Dwarf psychic warriors are by far the most likely individuals to follow the path of the iron mind, but other races or classes occasionally dedicate themselves to the philosophy. Prospective iron minds from other races and classes often multiclass before beginning their training in the prestige class, taking levels in ranger and wilder more frequently than other class levels.

Wherever mind flayers or other such foes menace dwarf communities, iron minds are there to bolster the mental defenses of their compatriots. Iron minds try to blend in among the dwarves they're with, then surprise attackers by revealing their formidable psionic powers at a crucial moment.

Adaptation: This prestige class is more difficult to deconstruct and modify than others because it draws on so many disparate themes: enmity toward mind controllers, the dwarven desire for collective defense, and the power of psionics. Changing any one of these elements results in a different class. For example, the drow might have a prestige class designed for protection against mind flayers, but it would eliminate the Armor Proficiency (heavy) requirement and replace the damage reduction class feature (and perhaps the lend resolve class feature) with abilities more evocative of the drow, such as better spell resistance or new spell-like abilities.

Hit Die: d10.

Requirements

To qualify to become an iron mind, a character must fulfill all the following criteria.

Base Attack Bonus: +3.
Skills: Concentration 8 ranks.
Feats: Armor Proficiency (heavy), Invest Armor*, Iron Will.
Powers: Able to manifest one 1st-level psionic power.
*New feat described in Chapter 6.

Class Skills

The iron mind's class skills (and the key ability for each skill) are Autohypnosis* (Wis), Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (psionics)* (Int), Profession (Wis), Psicraft* (Int), Sense Motive (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

*A psionic skill described in Chapter 3 of the *Expanded Psionics Handbook*.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the iron mind prestige class.

Weapon and Armor Proficiency: Iron minds gain no proficiency with any weapon or armor.

Powers Known: At every level except 1st and 6th, an iron mind gains additional power points per day and access to new powers as if she had also gained a level in whatever manifesting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that she adds the level of iron mind to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before she became an iron mind, she must decide to which class she adds the new level of iron mind for the purpose of determining power points per day, powers known, and manifester level.

Armored Mind (Su): An iron mind trains extensively in her armor, learning to trust its protective qualities implicitly. An iron mind wearing heavy armor can expend her psionic focus to add a morale bonus equal to the armor bonus from her armor (not including any enhancement bonus) to a single Will save.

Using armored mind is an immediate action (see the Swift and Immediate Actions sidebar, page 136). The iron mind must decide whether or not to use this ability before rolling the saving throw.

An iron mind can use this ability once per day at 1st level, twice per day at 4th level, three times per day at 7th level, and four times per day at 10th level.

Damage Reduction (Ex): When psionically focused and wearing heavy armor, an iron mind of 2nd level or higher gains damage reduction 1/—. This damage reduction stacks with damage reduction of the same sort (such as that of a barbarian), but not with other types.

Table 5–9: The Iron Mind

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers per Day
1st	+0	+0	+0	+2	Armored mind 1/day	—
2nd	+1	+0	+0	+3	Damage reduction 1/—	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Mind over body 1/day	+1 level of existing manifesting class
4th	+3	+1	+1	+4	Armored mind 2/day	+1 level of existing manifesting class
5th	+3	+1	+1	+4	Damage reduction 2/—, mettle of will	+1 level of existing manifesting class
6th	+4	+2	+2	+5	Mind over body 2/day	—
7th	+5	+2	+2	+5	Armored mind 3/day	+1 level of existing manifesting class
8th	+6	+2	+2	+6	Damage reduction 3/—, lend resolve	+1 level of existing manifesting class
9th	+6	+3	+3	+6	Mind over body 3/day	+1 level of existing manifesting class
10th	+7	+3	+3	+7	Armored mind 4/day, barbed mind	+1 level of existing manifesting class

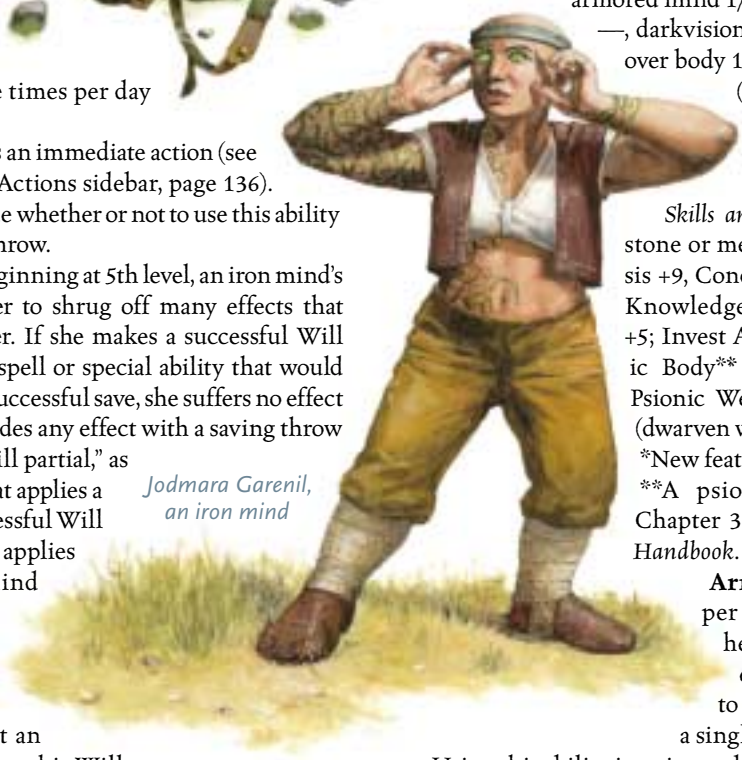
An iron mind's damage reduction improves by 1 point every three levels above 2nd (to 2/— at 5th level and 3/— at 8th).

Mind Over Body (Ex): An iron mind trains to ignore pain, focus her will, and overcome her body's natural responses through sheer willpower. Once per day, an iron mind of 3rd level or higher can use her Will save modifier in place of her Fortitude or Reflex save modifier. The save is still treated as a Fortitude or Reflex save, and the result determined as normal for such a saving throw. For example, if an iron mind had evasion and used mind over body to apply her Will save modifier to a Reflex save against a *fireball* in place of her normal Reflex save modifier, she would take no damage on a successful save, as normal for evasion.

An iron mind can use this ability once per day at 3rd level, twice per day at 6th level, and three times per day at 9th level.

Using mind over body is an immediate action (see the Swift and Immediate Actions sidebar, page 136). The iron mind must decide whether or not to use this ability before rolling the saving throw.

Mettle of Will (Ex): Beginning at 5th level, an iron mind's mental prowess allows her to shrug off many effects that would otherwise harm her. If she makes a successful Will saving throw against any spell or special ability that would normally be reduced by a successful save, she suffers no effect from the attack. This includes any effect with a saving throw entry of "Will half" or "Will partial," as well as any other attack that applies a lessened effect with a successful Will saving throw. This ability applies only when the iron mind wears heavy armor.



Jodmara Garenil, an iron mind

Lend Resolve (Ex): At 8th level and higher, an iron mind can expend her psionic focus to grant an ally within 30 feet a bonus to his Will save equal to the iron mind's class level. The iron mind must be able to see the ally in question.

Using lend resolve is an immediate action (see the Swift and Immediate Actions sidebar, page 136). The iron mind must decide whether or not to use this ability before the ally rolls the saving throw.

Barbed Mind (Su): Any time a 10th-level iron mind succeeds on a Will saving throw against a mind-affecting effect, the creature that caused her to attempt the saving throw takes 1d6 points of nonlethal damage and 1 point of Wisdom damage from contacting the character's mind. This ability only applies when the iron mind wears heavy armor.

Sample Iron Mind

Jodmara Garenil the Iron Mind: Female dwarf psychic warrior 5/iron mind 3; CR 8; Medium humanoid; HD 5d8+15 plus 3d10+9 plus 8; hp 74; Init +1; Spd 20 ft.; AC 24, touch 12, flat-footed 23; Base Atk +5; Grp +8; Atk +10 melee (1d10+4/×3, *+1 dwarven waraxe*); Full Atk +10 melee (1d10+4/×3, *+1 dwarven waraxe*); SA —; SQ armored mind 1/day, damage reduction 1/—, darkvision 60 ft., dwarf traits, mind over body 1/day; AL LN; SV Fort +9* (+11 against poison), Ref +4*, Will +9*; Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 6.

Skills and Feats: Appraise +0 (+2 stone or metal related), Autohypnosis +9, Concentration +13, Jump –9, Knowledge (psionics) +3, Psicraft +5; Invest Armor*, Iron Will, Psionic Body**[B], Psionic Meditation**, Psionic Weapon**[B], Weapon Focus (dwarven waraxe)[B].

*New feat described in Chapter 6.

**A psionic feat described in Chapter 3 of the *Expanded Psionics Handbook*.

Armored Mind (Su): Once per day, while wearing heavy armor, Jodmara can expend her psionic focus to add a +8 morale bonus on a single Will save.

Using this ability is an immediate action (see the Swift and Immediate Actions sidebar, page 136). Jodmara must decide whether or not to use this ability before rolling the saving throw.

Illus. by S. Belledin

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attack rolls against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Mind Over Body (Ex): Once per day, Jodmara can use her Will save modifier in place of her Fortitude or Reflex save modifier. The save is still treated as a Fortitude or Reflex save, and the result determined as normal for such a saving throw.

Using this ability is an immediate action (see the Swift and Immediate Actions sidebar, page 136). Jodmara must decide whether or not to use this ability before rolling the saving throw.

Psychic Warrior Powers Known (power points 27; save DC 12 + power level): 1st—*empty mind, expansion, offensive precognition;* 2nd—*body adjustment, detect hostile intent, hustle;* 3rd—*graft weapon, vampiric blade.*

Possessions: +1 full plate, +1 heavy steel shield, +1 dwarven waraxe, cloak of resistance +1, ring of protection +1, potion of cure moderate wounds.

Illus. by F. Jarvis

Kelaamae Swiftstrider
Oamothaalomaki, a peregrine runner

PEREGRINE RUNNER

While goliath tribes are largely self-sufficient, they sometimes need to get a message to another tribe quickly, often because they're under attack or in some other danger. When such a need arises, the goliaths send an elite, fleet-of-foot warrior known as a peregrine runner. Peregrine runners also serve as long-range scouts for their tribe, checking a far-off valley to see whether game is plentiful before the entire tribe breaks camp and travels there. When a goliath tribe needs to send an envoy to lowlanders far below their lofty camps, it often sends a peregrine runner.

Peregrine runners are among the fastest land travelers in the mountains, able to scale the highest peaks to deliver a message or scout the lands beyond. Because they travel so much, peregrine runners tend to be more worldly than the average goliath and fit in well with those not of their tribe (although their size makes it difficult for any goliaths to "blend in" with most humanoids).

A wide array of characters find the life of a peregrine runner appealing, with rogues and barbarians represented slightly more than other classes. The prestige class is a natural for bards adept at social interaction, but many bards find the dawncaller class more attractive.

If you see a goliath in tribal garb visiting a human or dwarf city—or anywhere out of the mountains—you're probably looking at a peregrine runner. Peregrine runners can also be found scouting new mountain territory for their tribe, so they're often present in the mountains even when other goliaths are not.

Adaptation: This class, while ostensibly specific to goliaths, could be adapted for any prestige class that focuses on mountain travel. If you adapt it, be sure to balance abilities useful only in the mountains (such as mountain stride) with abilities gained in the mountains but useful elsewhere (such as fast movement). Peregrine runners act as envoys of their tribes, so there's a diplomatic element to this class that might not be appropriate for other mountain-based races or classes.

Hit Die: d8.

Requirements

To qualify to become a peregrine runner, a character must fulfill all the following criteria.

Race: Goliath.

Base Attack Bonus: +4.

Skills: Climb 9 ranks, Diplomacy 4 ranks, Handle Animal 4 ranks, Jump 9 ranks.

Feats: Endurance, Run.

Class Skills

The peregrine runner's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense

Motive (Wis), Speak Language (n/a), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the peregrine runner prestige class.

Weapon and Armor Proficiency: Peregrine runners gain no proficiency with any weapon or armor.

Mountain Stride (Ex): A peregrine runner can move through scree and dense rubble at his normal speed. He can also move up steep slopes and stairs at his normal speed. See pages 89–91 of the *Dungeon Master's Guide* for descriptions of terrain types.

Peregrine Companion (Ex): A peregrine runner gains an animal companion: the peregrine falcon that lends its name to the prestige class. This animal is a loyal companion that accompanies the peregrine runner on his adventures as appropriate.

A peregrine falcon uses the statistics of a hawk (found on page 273 of the *Monster Manual*). This ability functions like a druid's animal companion, except that the peregrine runner doesn't get a choice of animal. If a character already has a peregrine falcon animal companion from another class, the levels of that class stack with his peregrine runner class levels to determine the falcon's power and abilities according to the animal companion table on page 36 of the *Player's Handbook*. If a peregrine runner already has an animal companion other than a peregrine falcon from another class, the levels don't stack, and the falcon becomes a second animal companion.

Skirmish (Ex): A peregrine runner of 2nd level or higher relies on mobility to deal extra damage and improve his defense. The character deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the peregrine runner's turn. This extra damage increases by 1d6 for every four levels gained above 2nd (2d6 at 6th, 3d6 at 10th, and so forth).

Table 5–10: The Peregrine Runner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Mountain stride, peregrine companion
2nd	+1	+3	+3	+0	Skirmish +1d6
3rd	+2	+3	+3	+1	Great stamina, slow fall 20 ft.
4th	+3	+4	+4	+1	Climb 20 ft., skirmish +1/+1d6
5th	+3	+4	+4	+1	Fast movement, slow fall 30 ft.
6th	+4	+5	+5	+2	Skirmish +1/+2d6
7th	+5	+5	+5	+2	Slow fall 40 ft.
8th	+6	+6	+6	+2	Climb 40 ft., skirmish +2/+2d6
9th	+6	+6	+6	+3	Inexhaustible stamina, slow fall 50 ft.
10th	+7	+7	+7	+3	Skirmish +2/+3d6

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The peregrine runner must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Peregrine runners can apply this additional damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

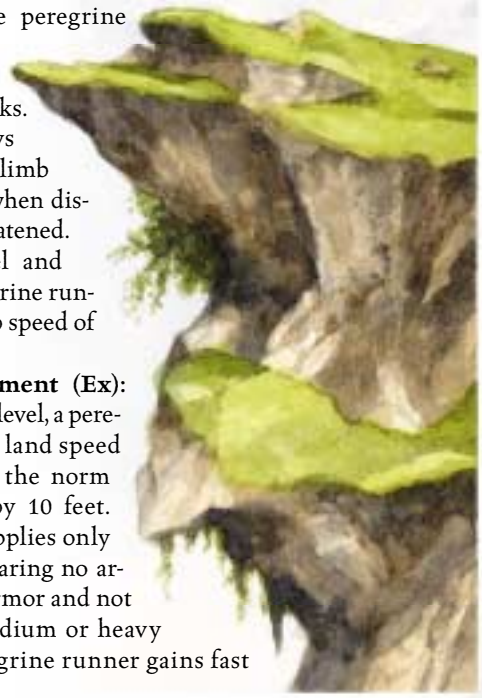
At 4th level, a runner also gains a +1 competence bonus to AC during any round in which he moves at least 10 feet. The bonus applies as soon as the peregrine runner has moved 10 feet, and lasts until the start of his next turn. This bonus improves to +2 at 8th level.

A peregrine runner loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

Great Stamina (Ex): At 3rd level and higher, a peregrine runner has conditioned his body for maximum stamina. The character suffers none of the effects of fatigue—except that when he is exhausted, the peregrine runner becomes fatigued.

Slow Fall (Ex): At 3rd level and higher, a peregrine runner within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is. A peregrine runner's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his peregrine runner level until at 9th level he can use a nearby wall to slow his descent and reduce the effective distance of his fall by 50 feet.

Climb Speed: Beginning at 4th level, a peregrine runner has a preternatural ability to climb, giving him a climb speed of 20 feet. This ability also gives the peregrine runner a +8 racial bonus on Climb checks. He can always take 10 on Climb checks, even when distracted or threatened.



At 8th level and higher, a peregrine runner has a climb speed of 40 feet.

Fast Movement (Ex): Starting at 5th level, a peregrine runner's land speed is faster than the norm for his race by 10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a medium or heavy load. If a peregrine runner gains fast

movement from another class, such as barbarian or monk, the bonuses to speed stack.

Inexhaustible Stamina (Ex): At 9th level and higher, a peregrine runner is a paragon of fitness, able to run and climb ceaselessly. He has immunity to all fatigue and exhaustion effects.

SAMPLE PEREGRINE RUNNER

Kelaamae Swiftstrider Oamothaalomaki the Peregrine Runner: Male goliath barbarian 3/fighter 3/peregrine runner 4; CR 11; Medium monstrous humanoid; HD 3d12+9 plus 3d10+9 plus 4d8+12; hp 89; Init +2; Spd 40 ft., climb 20 ft.; AC 20, touch 13, flat-footed 20; Base Atk +9; Grp +18; Atk +15 melee (2d6+8/×3, Large *+1 spear*) or +12 ranged (2d6+5/×3, Large *+1 composite longbow*); Full Atk +15/+10 melee (2d6+8/×3, Large *+1 spear*) or +12/+7 ranged (2d6+5/×3, Large *+1 composite longbow*); SA rage 1/day, skirmish +1/+1d6; SQ fast movement, goliath traits, great stamina, link with companion, mountain stride, peregrine companion, share spells, slow fall 20 ft., trap sense +1, uncanny dodge; AL CG; SV Fort +14, Ref +9, Will +4; Str 20, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +23, Diplomacy +3, Handle Animal +3, Hide +10, Jump +28, Listen +6, Move Silently +10, Sense Motive +2, Spot +5, Survival +3, Tumble +10; Dodge[B], Endurance, Mobility[B], Point Blank Shot, Run, Spring Attack.

Rage (Ex): Once per day, Kelaamae can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 109; AC 18, touch 11, flat-footed 18; Grp +20; Atk +17 melee (2d6+11/×3, Large *+1 spear*); Full Atk +17/+12 melee (2d6+11/×3, Large *+1 spear*); SV Fort +16, Will +6; Str 24, Con 20; Climb +25, Jump +30. At the end of his rage, Kelaamae is fatigued for the duration of the encounter.

Skirmish (Ex): Kelaamae gains a +1 competence bonus to Armor Class and deals an extra 1d6 points of damage during any round in which he moves at least 10 feet. Creatures that do not have a discernible anatomy or that are immune to extra damage from critical hits are immune to skirmish attacks.

Goliath Traits (Ex): Kelaamae's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Kelaamae can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Kelaamae is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Great Stamina (Ex): Kelaamae suffers none of the effects of fatigue—except that when he is exhausted, he becomes fatigued.

Link with Companion (Ex): Kelaamae can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Mountain Stride (Ex): Kelaamae can move through scree and dense rubble at his normal speed. He can also move up steep slopes and stairs at his normal speed.

Peregrine Companion (Ex): Kelaamae has a peregrine falcon as an animal companion. This creature is a loyal companion that accompanies the peregrine runner on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Summitwatcher: Peregrine falcon animal companion; CR —; Tiny magical beast; HD 3d8; hp 13; Init +4; Spd 10 ft., fly 60 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +0; Grp –10; Atk +7 melee (1d4–2, talons); Full Atk +7 melee (1d4–2, talons); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ bonus tricks, evasion, low-light vision; SV Fort +3, Ref +7, Will +3; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Bonus Tricks: Summitwatcher is capable of learning two tricks in addition to any that Kelaamae might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the creature. Kelaamae selects these bonus tricks, and once selected, they can't be changed.

Evasion (Ex): If Summitwatcher is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Share Spells (Ex): Kelaamae may have any spell he casts on himself also affect his animal companion if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his animal companion.

Slow Fall (Ex): A peregrine runner within arm's reach of a wall can use it to slow his descent while falling. Kelaamae takes damage as if the fall were 20 feet shorter than it actually is.

Trap Sense: Against attacks by traps, Kelaamae gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Uncanny Dodge (Ex): Kelaamae can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +3 studded leather, Large *+1 spear,* Large *+1 composite longbow* (+4 Str bonus), 40 Large arrows, *gloves of Dexterity +2, amulet of natural armor +1, cloak of resistance +1, ring of jumping, ring of protection +1, 2 potions of bull's strength, 2 potions of cure moderate wounds.*

RUNESMITH

While nearly any member of dwarf society can learn a little bit of arcane magic, becoming a runesmith requires a whole different level of dedication. Runesmiths are respected members of dwarf society, always in high demand before any sort of athletic competition, expedition, or battle. A runesmith has learned to harness the power of runes and can fling *fireballs* and other staple arcane spells even while encased in full plate armor. As his power increases, he can inscribe runes that even nonspellcasters can use. At the height of his powers, he can use himself as the surface for a powerful, permanent rune.

While becoming a runesmith is difficult, many wizards and sorcerers flock to the class to broaden their understanding of magic—and get the chance to cast spells in armor without an arcane spell failure chance. Most dwarves take a single level in fighter to get the necessary armor proficiencies, but others take the Armor Proficiency (heavy) feat because they're unwilling to give up even one level of spellcasting. While the practice is primarily dwarven in origin, gnomes and goliaths both have enough familiarity with runes—and good enough relations with the dwarves—to find teachers for the art.

While many runesmiths are accomplished artisans and stonecarvers, NPC runesmiths are often found with battleaxes in hand, not stone chisels. Because they can wear heavy armor—often armor they've made themselves—runesmiths make valuable additions to a unit of dwarf warriors, using their offensive spells like artillery to soften up the enemy before the dwarves advance.

Adaptation: The runesmith class offers a benefit compelling to wizards and sorcerers—the chance to wear heavy armor—but uses the Armor Proficiency (heavy) requirement as a balancing factor. The flavor of the class is strongly dwarven, and the ability to wear heavy armor combines well with the special dwarf movement rules. If you create a nondwarven version of this class, make the entry requirements somewhat tougher and develop a strong story to support these rune-carving arcanists.

Hit Die: d6.

Bazrid Harkenth, a runesmith

Requirements

To qualify to become a runesmith, a character must fulfill all the following criteria.

Race: Dwarf.

Skills: Concentration 5 ranks, Craft (stonework) 8 ranks.

Feats: Armor Proficiency (heavy), Scribe Scroll.

Spells: Able to cast 1st-level arcane spells.

Class Skills

The runesmith's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the runesmith prestige class.

Weapon and Armor Proficiency: Runesmiths gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a runesmith gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If he had more than one arcane spellcasting class before becoming a runesmith, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Rune Magic (Ex): A runesmith learns to prepare his arcane spells as runes inscribed on solid objects (usually small tablets of stone, but other objects are possible). He prepares spells as normal, except that instead of readying the spells in his mind, he readies them in the form of runes. Preparing daily spells takes the same amount of time as normal preparation and requires the same amount of rest beforehand. A runesmith can leave spell slots unprepared to scribe runes at a later time, just as a wizard can leave spell slots unprepared and fill them later.

A runesmith who casts a spell prepared in rune form can cast it without any somatic component. However, all spells cast from rune form automatically have a material component (the rune itself). In casting the spell, the rune is erased from the tablet, just as a spell cast normally by a wizard is erased from his mind. A runesmith cannot get around the runic material component by means of an ability or feat such as Eschew Materials, although he can use such feats and abilities to waive any other material components for a spell he prepares in rune form, subject to the limitations of the ability.

In all other ways, spells prepared in rune form are treated identically to spells prepared in the normal method. A runesmith can still prepare and cast his spells in the regular fashion if he so desires, subject to the normal arcane spell failure chances for any armor worn.

Stonecraft Expertise (Ex): Beginning at 2nd level, a runesmith gains a bonus equal to his class level on Appraise and Craft checks related to objects made of stone.

Share Runes (Ex): At 3rd level and higher, a runesmith can prepare a limited number of rune-form arcane spells such that they can be activated (cast) by any character. The spell's

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Table 5–11: The Runesmith

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Rune magic	+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Stonecraft expertise	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3	Share runes	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	—	+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+4	Permanent rune	+1 level of existing arcane spellcasting class

casting time remains the same, and it is just as effective as a spell cast by the runesmith himself. The spell's level is increased by two, much as if a metamagic feat had been applied to it.

For example, a 5th-level wizard/4th-level runesmith could prepare a shared rune of the *fly* spell. This rune would be treated as a 5th-level spell, would require a standard action to cast, and would function as if he had cast the spell himself for the purpose of duration, caster level, and the like.

A runesmith can prepare a maximum number of shareable runes each day equal to his Constitution modifier (minimum 1). Each time this ability is used to prepare a sharable rune, that rune takes up one of the runesmith's available spell slots for that day. So in the example above, the *fly* rune prepared by the runesmith would take up one of his 5th-level spell slots.

Permanent Rune (Ex): A 5th-level runesmith knows the secret of inscribing a permanent rune of a single chosen spell into his flesh. To inscribe a permanent rune, a runesmith must permanently sacrifice an arcane spell slot of one level higher than the spell to be inscribed as a permanent rune, and spend 24 hours inscribing the rune. If the spell has a costly material component, he must expend resources equal to 20 times the gp cost of the material component. If it has a costly focus, he must expend resources equal to the cost of the focus. If the spell has an XP cost, he must spend XP as if he had cast the spell normally.

Once he has inscribed a spell as a permanent rune, a runesmith can activate the chosen spell as a spell-like ability (using his arcane caster level as the caster level) twice per day.

SAMPLE RUNESMITH

Bazrid Harkenth the Runesmith: Male dwarf wizard 5/runesmith 2; CR 7; Medium humanoid; HD 5d4+10 plus 2d6+4; hp 35; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, masterwork quarterstaff) or +4 ranged (1d10/19–20, heavy crossbow); Full Atk +6 melee (1d6+2, masterwork quarterstaff) or +4 ranged (1d10/19–20, heavy crossbow); SA —; SQ darkvision 60 ft., dwarf traits, rune magic, stonecraft expertise; AL N; SV Fort +6* (+8 against poison), Ref +4*, Will +7*; Str 14, Dex 12, Con 15, Int 16, Wis 10, Cha 6.

Skills and Feats: Appraise +3 (+5 metal related, +7 armor related, +9 stone related), Concentration +12, Craft (armorsmithing) +15, Craft (stoneworking) +17, Jump –9, Knowledge (arcana) +7, Spellcraft +13; Armor Proficiency (heavy), Craft Magic Arms and Armor[B], Lightning Reflexes, Scribe Scroll[B], Spell Penetration.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Rune Magic (Ex): Bazrid can prepare his arcane spells using rune magic, replacing the somatic components of any spells with runes, which are material components. This ability allows him to cast spells that have somatic components with no chance of arcane spell failure.

Stonecraft Expertise (Ex): Bazrid has a +2 bonus on Appraise and Craft checks related to objects made of stone (these bonuses are factored into the statistics above).

Wizard Spells Prepared (4/5/4/3/1; save DC 13 + spell level): 0—*detect magic, prestidigitation, ray of frost, read magic;* 1st—*expeditious retreat, feather fall, grease, magic missile* (2); 2nd—*mirror image, resist energy, scorching ray, web;* 3rd—*dispel magic, fireball, haste;* 4th—*charm monster.*

Spellbook: 0—all; 1st—*charm person, color spray, expeditious retreat, feather fall, grease, magic missile, shield;* 2nd—*mirror image, resist energy, scorching ray, web;* 3rd—*dispel magic, fireball, haste, slow;* 4th—*charm monster, Evard's black tentacles.*

Possessions: +1 full plate, masterwork quarterstaff, heavy crossbow, 10 bolts, *cloak of resistance +1, ring of protection +1,* scroll of *dispel magic,* scroll of *fireball,* scroll of *slow,* scroll of *web,* 40 pp.

SHADOWCRAFT MAGE

Illusionist is one of the most popular spellcasting classes among gnomes due to their natural affinity for illusions. Some gnomes have an even greater affinity for illusions than the average representative of their race, resulting in the prestige class known as the shadowcraft mage.

Gnome society has a great call for individuals who can make one thing look like another for the purpose of decorating, costuming, or playing pranks on people. Shadowcraft mages have a more practical attitude about illusion and focus on the daily application of their powers.

Wizards and sorcerers are natural fits for the shadowcraft mage prestige class. Bards also find it a natural extension of their magical leanings, making for diverse backgrounds among those with this profession.

In general, an NPC shadowcraft mage only reveals herself when she wants to be found—even then, she rarely shows her true form. Dealing with a shadowcraft mage means peering through layer after layer of misdirection and decep-

tion. Among the most powerful shadowcraft mages, illusion becomes an effective substitute for reality, with shadowcraft conjurations and evocations functioning almost as well as their standard counterparts.

Adaptation: A cabal of nongnome illusionists could certainly use this prestige class; simply replace the racial requirement with a requirement that shadowcraft mages be members of the cabal. The requirement for a 4th-level spell from the shadow subschool restricts this class to arcane spellcasters. If not for that requirement, clerics with the Trickery domain could qualify more easily than wizards and sorcerers.

Hit Die: d4.

Bardal Silverwhisper, a shadowcraft mage

Requirements

To qualify to become a shadowcraft mage, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Bluff 4 ranks, Hide 4 ranks.

Feats: Spell Focus (illusion).

Spells: Able to cast at least three illusion spells, including at least one shadow spell of 4th level or higher.

Class Skills

The shadowcraft mage's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Move Silently (Dex), Perform (Cha), Search (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the shadowcraft mage prestige class.

Weapon and Armor Proficiency: Shadowcraft mages gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a shadowcraft mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If she had more than one spellcasting class before becoming a shadowcraft mage, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Cloak of Shadow (Su): A shadowcraft mage can cloak her form in shifting shadows. This ability provides her with a variable amount of concealment depending on her level. While her cloak of shadow is active, attacks against a shadowcraft mage have a miss chance equal to 15% + 5% per class level (to a maximum of 40% at 5th level). Darkvision and low-light vision offer no help in piercing the cloak of shadow, although any creature that can see in magical darkness can ignore the miss chance, as can a creature with *true seeing*. A shadowcraft mage can dismiss or resume this effect as a free action. While her cloak of shadow is active, a shadowcraft mage can make Hide checks as if she had concealment.

Cloak of shadow doesn't function in daylight, and it is the equivalent of a 3rd-level *darkness* effect for the purpose of interacting with light spells.

Silent Illusion (Ex): After a shadowcraft mage reaches 2nd level, all spells from the illusion school that she casts no longer require a verbal component, as if the Silent Spell feat had been applied to them. The levels and casting times of these illusion spells don't change, however. If a shadowcraft mage casts illusion spells that can't be affected by the Silent Spell feat (for instance, if the character casts bard spells), this ability has no effect on those spells.

Table 5–12: The Shadowcraft Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cloak of shadow	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Silent illusion	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Shadow illusion	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Extended illusion	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Powerful shadow magic	+1 level of existing spellcasting class

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Shadow Illusion (Su): Beginning at 3rd level, a shadowcraft mage is able to infuse some of her figments (see the list below) with material from the Plane of Shadow, making them partially real. The subschool of these spells changes from figment to shadow. A shadowcraft mage can use the altered spell to mimic any sorcerer or wizard conjuration (summoning), conjuration (creation), or evocation spell at least one level lower than the illusion spell. The altered spell functions identically to the *shadow conjuration* or *shadow evocation* spell, except that the spell's strength equals 10% per level of the figment spell used.

For example, a shadowcraft mage who uses *silent image* to create an *acid splash* would deal 10% of the normal damage to a creature that succeeds on its Will save to disbelieve the shadow. If she used *programmed image* to mimic *summon monster V*, the creature would have 60% of the hit points of a normal creature of its kind, and its damage would be 60% normal against a creature that succeeds on its Will save to disbelieve.

A shadowcraft mage can apply shadow illusion to any of the following figment spells: *silent image, minor image, major image, persistent image*, and *programmed image*.

Extended Illusion (Ex): After a shadowcraft mage reaches 4th level, the duration of any illusion spell she casts or and spell-like ability from the illusion school that she uses is doubled, as if the Extend Spell feat had been applied to it. The levels and casting times of these spells and spell-like abilities don't change, however. This ability stacks with the effect of the Extend Spell feat, which still changes the spell's effective level.

Powerful Shadow Magic (Su): When a shadowcraft mage reaches 5th level, the strength of the effects created by her *shadow conjuration, shadow evocation, greater shadow conjuration, greater shadow evocation,* and *shades* spells increases by 20%. That is, these spells are an additional 20% likely to affect disbelieving creatures and deal 20% more damage.

This bonus also applies to figment spells transformed into shadow spells via the shadow illusion power (see above).

SAMPLE SHADOWCRAFT MAGE

Bardal Silverwhisper the Shadowcraft Mage: Male gnome sorcerer 8/shadowcraft mage 2; CR 10; Small humanoid; HD 8d4+24 plus 2d4+6; hp 56; Init +2; Spd 20 ft.; AC 17, touch 14, flat-footed 15; Base Atk +5; Grp –1; Atk +5 melee (1d3–2, masterwork dagger) or +9 ranged (1d6/19–20, masterwork light crossbow); Full Atk +5 melee (1d3–2, masterwork dagger) or +9 ranged (1d6/19–20, masterwork light crossbow); SA spell-like abilities; SQ cloak of shadow, gnome traits, low-light vision, silent illusion; AL CG; SV Fort +7, Ref +4, Will +9; Str 6, Dex 14, Con 16, Int 12, Wis 10, Cha 18.

Skills and Feats: Bluff +9, Concentration +16, Diplomacy +6, Disguise +4 (+6 to act in character), Hide +12, Intimidate +6, Jump –8, Listen +2, Move Silently +7, Spellcraft +7; Great Fortitude, Greater Spell Focus (illusion), Spell Focus (illusion), Spell Penetration.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Cloak of Shadow (Su): A cloak of shifting shadows surrounds Bardal, granting him a certain amount of concealment. Attacks against Bardal have a 25% miss chance. Any creature that can see in magical darkness is immune to the effect, but while the ability is active, Bardal can make Hide checks as if he had concealment. The ability doesn't function in daylight and is considered a 3rd-level *darkness* effect for the purpose of interacting with light spells.

Bardal can dismiss or resume the cloak of shadows as a free action.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Silent Illusion (Ex): Any illusion spell cast by Bardal is treated as if it were silent (using the Silent Spell feat). However, the spell's level and casting time remain unchanged.

Sorcerer Spells Known (6/7/7/7/6/3; save DC 14 + spell level, 17 + spell level for illusion spells): 0—*acid splash, daze, detect magic, ghost sound, mage hand, message, open/close, prestidigitation, read magic;* 1st—*magic missile, ray of enfeeblement, shield, silent image, ventriloquism;* 2nd—*blindness/deafness, minor image, mirror image, scorching ray;* 3rd—*dispel magic, fireball, major image;* 4th—*phantasmal killer, shadow conjuration;* 5th—*shadow evocation*.

Possessions: Masterwork dagger, masterwork light crossbow with 20 bolts, *cloak of Charisma +2, amulet of natural armor +1, bracers of armor +2, ring of protection +1, wand of magic missile* (5th level, 50 charges), 250 gp.

STONEBLESSED

A stoneblessed bonds to the stone of the mountains, blending into a dwarf, gnome, or goliath community and making it her home. A stoneblessed character usually lives with her chosen race for several years, learning customs and building solid bonds of friendship and trust. At the end of this period, the potential stoneblessed is invited into the tribe, clan, or community and is forever after considered a member of her chosen people. Once this ceremony is finished, the members of the adopted community expect the stoneblessed to put her interests above even those of the individual's native race—they consider their home to be the stoneblessed's home, and they expect the stoneblessed to feel the same.

Although members of other races comprise the vast majority of the stoneblessed, dwarves, gnomes, and goliaths occasionally become stoneblessed as well. An individual usually makes this choice because she feels strongly drawn to one of the other races of stone. For example, those goliaths brave enough to venture into the deep caverns to trade with dwarves occasionally decide to stay; after a few years, they might join the dwarf community permanently.

An NPC stoneblessed is usually easy to spot because she sticks out like a sore thumb. The centaur living in the extra-large gnome burrow, the exiled drow who teaches magic to the dwarves, and the hill giant towering above even the goliaths—all are obviously not like their fellows. Yet no matter how odd they appear, stoneblessed are fully integrated into their adopted cultures. In fact, many stoneblessed are more mindful of their adopted cultural traditions than native

members of a community because they consciously try to be good "gnomes," "dwarves," or "goliaths."

Adaptation: This prestige class—or one like it that you make yourself—is a way to give racial abilities to creatures not of that race. The class offers racial abilities based on specialized training or cultural immersion first, saving spell-like abilities and more obviously magical or biological abilities for the 3rd (and highest) level of the prestige class. If you're creating a prestige class tied to a particularly powerful race, you might need more than three levels to effectively balance powerful racial abilities.

Hit Die: d8.

Requirements

To qualify to become a stoneblessed, a character must fulfill all the following criteria.

Creature Type: Giant, humanoid, or monstrous humanoid.

Skills: Appraise 2 ranks, Craft (stoneworking) 5 ranks.

Special: The character must be able to speak Dwarven, Gnome, or Goliath (must match the language of the chosen race), as well as Terran.

Special: The character must be invited to become a stoneblessed by a member of the chosen race. Fulfilling this requirement usually entails living with the race in question for several years, although it might (at the DM's discretion) also involve the completion of a single great task.

Class Skills

The stoneblessed's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Jump (Str), and Profession (Wis). Each stoneblessed character gains additional class skills based on the race to which she forms a bond (see stonebond, below). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the stoneblessed prestige class.

Luirik Keenears Neaulakia, a stoneblessed

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Weapon and Armor Proficiency: Stoneblessed gain no proficiency with any weapon or armor.

Stonebond (Ex): A stoneblessed must choose one race of stone with which to bond: dwarf, gnome, or goliath. This choice must be the same race that invited the stoneblessed to become one of them (see Requirements, above). Depending on her choice, a stoneblessed gains certain abilities.

Dwarf: A dwarf-bonded stoneblessed adds Appraise (Int), Intimidate (Cha), Knowledge (architecture and engineering) (Int), and Knowledge (dungeoneering) (Int) to her list of stoneblessed class skills. A dwarf-bonded stoneblessed gains a +2 bonus on Appraise and Craft checks related to stone or metal.

Gnome: A gnome-bonded stoneblessed adds Bluff (Cha), Hide (Dex), Listen (Wis), Perform (Cha), and Spellcraft (Int) to her list of stoneblessed class skills. A gnome-bonded stoneblessed gains a +2 bonus on Listen and Craft (alchemy) checks.

Goliath: A goliath-bonded stoneblessed adds Balance (Dex), Diplomacy (Cha), Knowledge (geography) (Int), Sense Motive (Wis), and Survival (Wis) to her list of stoneblessed class skills. A goliath-bonded stoneblessed gains a +2 bonus on Sense Motive checks and can engage in accelerated climbing (climbing half her speed as a move action) without suffering the –5 penalty on the Climb check.

Racial Battle Technique (Ex): At 2nd level and higher, a stoneblessed gains a +4 dodge bonus to Armor Class against monsters of the giant type. In addition, she gains another ability based on her chosen race:

A dwarf-bonded stoneblessed gains a +1 bonus on attack rolls against orcs and goblinoids.

A gnome-bonded stoneblessed gains a +1 bonus on attack rolls against kobolds and goblinoids.

A goliath-bonded stoneblessed gains a +1 bonus on attack rolls against giants.

Stoneborn (Ex): At 3rd level, a stoneblessed completes the bond with her chosen race. The stoneblessed gains a permanent +2 increase to her Constitution score. In addition, for all effects related to race, a stoneblessed is considered a member of the race to which she is bonded. For example, dwarf-bonded stoneblessed are just as vulnerable to effects and abilities that affect dwarves as actual dwarves are (such as a ranger's favored enemy ability), and they can use magic items that are usable only by dwarves. The stoneblessed meets any racial prerequisite for prestige classes and feats as if she were a member of her bonded race. Finally, the stoneblessed gets an ability based on her type of racial bond:

Stonecunning (Ex): A dwarf-bonded stoneblessed gains a +2 bonus on Search checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf-bonded stoneblessed who merely comes within 10 feet of unusual stonework can make a Search check as if she were actively searching, and a dwarf-bonded stoneblessed can use the Search skill to find stonework traps as a rogue can. A dwarf-bonded stoneblessed can also intuit depth, sensing

her approximate depth underground as naturally as a human can sense which way is up.

Speak with Animals (Sp): Once per day, a gnome-bonded stoneblessed can use *speak with animals,* as the spell cast by a 1st-level druid.

Toughness: A goliath-bonded stoneblessed emulates the resilience of the goliath tribesfolk and gains Toughness as a bonus feat.

Table 5–13: The Stoneblessed

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Stonebond
2nd	+1	+3	+0	+0	Racial battle technique
3rd	+2	+3	+1	+1	Stoneborn

SAMPLE STONEBLESSED

Luirik Keenears Neaulakia the Stoneblessed: Female grimlock barbarian 2/stoneblessed 3; CR 6; Medium monstrous humanoid; HD 2d8+8 plus 2d12+8 plus 3d8+12 plus 3; hp 70; Init +2; Spd 40 ft.; AC 21, touch 12, flat-footed 21; Base Atk +6; Grp +12; Atk +14 melee (1d12+10/×3, *+1 greataxe*); Full Atk +14/+9 melee (1d12+10/×3, *+1 greataxe*); SA racial battle technique, rage 1/day; SQ blindsight 40 ft., fast movement, immunities, scent, stonebond, stoneborn, uncanny dodge; AL N; SV Fort +12, Ref +8, Will +5; Str 22, Dex 15, Con 18, Int 10, Wis 8, Cha 6.

Skills and Feats: Appraise +2, Climb +9, Craft (stoneworking) +7, Hide +4 (+14 in mountains or underground), Jump +10, Listen +4, Sense Motive +1, Speak Language (Gol-Kaa, Terran), Spot +3; Alertness, Dodge, Toughness[B], Track[B], Weapon Focus (greataxe).

Racial Battle Technique (Ex): Luirik has a +4 dodge bonus to AC and a +1 bonus on attack rolls against giants.

Rage (Ex): Once per day, Luirik can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as she rages: hp 84; AC 19, touch 10, flat-footed 19; Grp +14; Atk +16 melee (1d12+13/×3, *+1 greataxe*); Full Atk +16/+11 melee (1d12+13/×3, *+1 greataxe*); SV Fort +14, Will +7; Str 26, Con 22; Climb +11, Jump +12. At the end of her rage, Luirik is fatigued for the duration of the encounter.

Blindsight (Ex): Luirik can sense all foes within 40 feet as a sighted creature would. Beyond that range, all creatures have total concealment. She is susceptible to sound- and scent-based attacks and is affected normally by loud noises, sonic spells, and overpowering odors. Negating Luirik's sense of smell or hearing reduces the ability to normal Blind-Fight (as the feat). If both these senses are negated, she is effectively blinded.

Immunities: Luirik is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Stonebond (Ex): Balance (Dex), Diplomacy (Cha), Knowledge (geography) (Int), Sense Motive (Wis), and Survival (Wis) are class skills for Luirik. She can engage in accelerated climbing (climbing half her speed as a move action) without taking the –5 penalty on the Climb check.

Stoneborn (Ex): Luirik is considered a goliath for all effects related to race. She has Toughness as a bonus feat.

Uncanny Dodge (Ex): Luirik can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +1 chain shirt, +1 greataxe, gauntlets of ogre power, cloak of resistance +2, potion of cure moderate wounds, potion of jump, 150 gp.

STONEDEATH ASSASSIN

For as long as the two ancient races have existed, dwarves and goblins have fought. They share an affinity for underground living, but dwarves live for honor and craft, while goblins and their kin practice brutality and spread strife. Through the many wars that the two races have waged against one another, their stone citadels and underground strongholds have given the stout and honorable dwarves a tremendous advantage. Although the goblinoids easily outnumber the dwarves, their swarming hordes cannot overcome strong stone walls and carefully trapped corridors. Through the years, the smartest and cruelest among the goblinkin began to train in earnest to overcome these strongholds, striving to turn the dwarves' affinity for stone into a weakness rather than a strength. The best of these creatures developed their own affinity with stone, and they began to infiltrate dwarf strongholds, disarming traps, weakening gates, and assassinating dwarf leaders just as they were trying to organize their people to repel a goblin invasion.

Most stonedeath assassins are hobgoblin rogues or rangers, but bugbears and even exceptional goblins have been known to undertake stonedeath training.

NPC stonedeath assassins are usually found sneaking their way through dwarven defenses—if they're found at all. Often they merely leave bearded corpses in their wake. Even when they're not on missions for their goblinoid masters, stonedeath assassins like to hunt dwarves for sport, dwarven mining operations being a favorite hunting ground. A stonedeath assassin sometimes lurks in the tunnels of a dwarven mine for days, picking off miners one by one until

BEHIND THE CURTAIN: THE STONEBLESSED PRESTIGE CLASS

The requirements for this prestige class are deliberately set lower than normal for a prestige class. A character can qualify for this class as early as 2nd level, take her 3rd character level in stoneblessed, and finish progressing through the class by the time she reaches 5th level. This "early in, early out" feature makes it possible for a stoneblessed to pursue a dwarf-, gnome-, or goliath-oriented prestige class at a fairly low level, rather than forcing such a character to wait for an unreasonably long time.

the dwarves either retreat or form warbands to chase the assassin down.

Adaptation: The stonedeath assassin prestige class combines traditional rogue and assassin abilities with ones related to the likely environment the class will hunt in. You could create a similar "poison thorn assassin" class, for example, that was designed for elves, not goblinoids. You would replace *meld into stone*, stoneskulk, and corrupt stone with forestskulk, *tree shape*, and perhaps *tree stride* or *blight*. Rather than stonedeath strike as a 5th-level ability, perhaps a poison thorn assassin can exude its own poison periodically for a particularly deadly attack.

Hit Die: d6.

Requirements

To qualify to become a stonedeath assassin, a character must fulfill all the following criteria.

Creature Type: Goblinoid subtype.

Base Attack Bonus: +3.

Skills: Hide 8 ranks, Move Silently 8 ranks.

Class Skills

The stonedeath assassin's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the stonedeath assassin prestige class.

Weapon and Armor Proficiency: Stonedeath assassins gain no proficiency with any weapon or armor.

Meld into Stone (Sp): In perfecting their skills to elude pursuit within the halls of a dwarf stronghold, stonedeath assassins develop a near mystical ability to meld with stone surfaces for brief periods. A stonedeath assassins can use *meld into stone* as the spell of the same name cast by a cleric of a level equal to the stonedeath assassin's class level. A stonedeath assassin can use this ability once per day per class level.

Trapfinding (Ex): A stonedeath assassin can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A stonedeath assassin can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A stonedeath assassin who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Sneak Attack: If a stonedeath assassin of 2nd level or higher can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. Basically, the stonedeath assassin's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the stonedeath assassin flanks his target. This extra damage is 1d6 at 2nd level, and it increases to 2d6 at 4th level. Should the stonedeath assassin score a critical hit with a sneak attack, this extra damage is not multiplied. (See Table 8–5: Attack Roll Modifiers and Table 8–6: Armor Class Modifiers, page 151 of the *Player's Handbook*, for combat situations in which the stonedeath assassin flanks an opponent or the opponent loses his Dexterity bonus to AC.)

Mortaq, a stonedeath assassin

Illus. by S. Belladin

Ranged attacks can count as sneak attacks only if the target is within 30 feet. A stonedeath assassin can't strike with deadly accuracy from beyond that range.

With a sap (blackjack) or an unarmed strike, a stonedeath assassin can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty, because he must make optional use of his weapon to execute a sneak attack. (See Nonlethal Damage, page 146 of the *Player's Handbook*.)

A stonedeath assassin can sneak attack only living creatures that have a discernible anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sneak attacks. The stonedeath assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A stonedeath assassin cannot sneak attack while striking a creature with concealment (see page 152 of the *Player's Handbook*) or striking the limbs of a creature whose vitals are beyond reach.

Stoneskulk (Ex): At 2nd level, a stonedeath assassin learns subtle tricks for moving and blending with stone, especially in caverns and worked stone corridors. When underground and touching a stone surface, the character can use the Hide skill even if the terrain doesn't grant cover or concealment.

Corrupt Stone (Su): More than simple assassins, the disciples of this class turn their deep understanding and devoted training against the stone that their dwarf enemies love so much. Starting at 3rd level, a stonedeath assassin can weaken and corrupt objects of stone and creatures of earth with a simple touch. With a successful melee touch attack, a stonedeath assassin can deal 3d6 points of damage to a stone object or a creature with the earth subtype. This damage ignores the hardness of such an object or overcomes the natural damage reduction of such a creature.

This damage increases to 4d6 points at 4th level and 5d6 points at 5th level. A stonedeath assassin can use this ability once per round, up to a maximum number of times per day equal to his class level.

Stonedeath Strike (Su): If a 5th-level stonedeath assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of petrifying the target. While studying the victim, the stonedeath assassin can undertake other actions so long as his attention stays focused on the target, the target does not detect the stonedeath assassin or recognize him as an enemy, and both remain in contact with a stone surface. If the victim of such an attack fails a Fortitude save (DC 10 + stonedeath assassin's class level + the stonedeath assassin's Int modifier), the victim's body is petrified (as the *flesh to stone* spell). Humanoids with the dwarf or gnome subtype take a –4 penalty on this save. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once a stonedeath assassin has completed the 3 rounds of study, he must make the attack within the next 3 rounds. If a stonedeath strike is attempted and fails (the victim makes her save) or if the stonedeath assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before the assassin can attempt another stonedeath strike.

Both the stonedeath assassin and the victim must remain in contact with a stone surface while the assassin studies the victim and while the attack is made.

Table 5–14: The Stonedeath Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	*Meld into stone*, trapfinding
2nd	+1	+0	+3	+0	Sneak attack +1d6, stoneskulk
3rd	+2	+1	+3	+1	Corrupt stone
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	Stonedeath strike

SAMPLE STONEDEATH ASSASSIN

Mortaq the Stonedeath Assassin: Male hobgoblin rogue 4/stonedeath assassin 5; CR 10; Medium humanoid (goblinoid); HD 4d6+12 plus 5d8+15; hp 64; Init +5; Spd 30 ft.; AC 22, touch 15, flat-footed 22; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/19–20, *+1 short sword*) or +13 ranged (1d6+3/×3, *+1 composite shortbow*); Full Atk +9/+4 melee (1d6+3/19–20, *+1 short sword*) or +13/+8 ranged (1d6+3/×3, *+1 composite shortbow*); SA corrupt stone, sneak attack +4d6, stonedeath; SQ darkvision 60 ft., evasion, *meld into stone* 5/day, stoneskulk, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort+7, Ref +13, Will +4; Str 14, Dex 20, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Balance +7, Climb +9, Disable Device +13, Hide +17, Jump +4, Listen +14, Move Silently +21, Open Lock +17, Search +17, Spot +14, Tumble +12; Alertness, Great Fortitude, Iron Will, Weapon Focus (shortbow).

Corrupt Stone (Su): With a successful touch attack, Mortaq deals 5d6 points of damage to an object of stone or a creature with the earth subtype, ignoring hardness or overcoming damage reduction. He can use this ability up to five times per day.

Sneak Attack (Ex): Mortaq deals an extra 4d6 points of damage against flat-footed opponents within 30 feet, or against targets he is flanking. Creatures that do not have a discernible anatomy or that are immune to extra damage from critical hits are immune to sneak attacks.

Stonedeath Strike (Su): If Mortaq studies an opponent for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage to that opponent, he can attempt to petrify the target. The target can resist the petrification with successful DC 16 Fortitude save. Success indicates the victim is not turned to stone, and the sneak attack resolves normally. Dwarves and gnomes take a –4 penalty on this save.

Evasion (Ex): If Mortaq is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Meld into Stone (Sp): Mortaq can use *meld into stone* five times per day. This ability functions as the spell cast by a 5th-level cleric.

Stoneskulk (Ex): When underground and touching a stone surface, Mortaq can use the Hide skill even if the terrain doesn't grant cover or concealment.

Trap Sense: Against attacks by traps, Mortaq gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Trapfinding: Mortaq can find, disarm, or bypass traps with a DC higher than 20. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Mortaq can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +2 studded leather, +1 buckler, +1 short sword, +1 composite shortbow (+2 Str bonus) with 20 masterwork arrows, 10 silver arrows, 10 cold iron arrows, 5 adamantine arrows, *gloves of Dexterity +2, potion of bull's strength*, 2 *potions of cure moderate wounds*, 800 gp.

STONESPEAKER GUARDIAN

The stonespeaker guardian taps into the divine power of the earth itself to defend her fellow stonespeakers, as well as other goliaths and friendly races, from their enemies. Equally adept at spellcasting and melee combat, the stonespeaker guardian is a terror to behold for the giant, orc, or other marauder who has aroused the stonespeaker's ire.

Stonespeaker guardians typically come from the ranks of goliath druids of the stonespeakers (see page 82). Some multiclass as barbarians, rangers, or fighters to improve their martial abilities.

NPC stonespeaker guardians act in accordance with the concord of stonespeakers, and most use spells such as *animal messenger* to stay in contact with their brethren. Many stonespeaker guardians attach themselves to goliath tribes for months or years, and they are accorded the respect due elders for their wisdom. Others move across the mountains by themselves or in small groups, settling disputes within or among the tribes before moving on.

Adaptation: One of the key features of the stonespeaker guardian prestige class is the ability to use the Stone Form feat in conjunction with the wild shape ability to turn into a kind of creature a druid can't become. A similar class based in a volcanic region might take on a fiery form or one made from magma. An "oceanspeaker guardian" could take a watery form and gain a swim speed, eventually acquiring the vortex special ability possessed by water elementals.

Hit Die: d8.

Requirements

To qualify to become a stonespeaker guardian, a character must fulfill all the following criteria.

Race: Feral gargun or goliath.

Skills: Knowledge (nature) 6 ranks, Survival 8 ranks.

Feats: Endurance, Stone Form*.

Special: Wild shape ability.

*New feat described in Chapter 6.

Class Skills

The stonespeaker guardian's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Search (Int), Spot (Wis), and Survival (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the stonespeaker guardian prestige class.

Weapon and Armor Proficiency: Stonespeaker guardians gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, a stonespeaker guardian gains new spells per day (and spells known, if applicable) as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If she had more than one divine spellcasting class before becoming a stonespeaker guardian, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Stony Hide (Ex): The natural armor bonus of a stonespeaker guardian under the effect of the Stone Form feat improves by 1 per class level, up to a maximum of +5 at 5th level.

Wild Shape (Su): A stonespeaker guardian's class levels stack with levels from all other classes that grant the wild shape ability to determine the maximum Hit Dice of the forms she can assume and the amount of time she can spend in one wild shape.

At 2nd level and again at 4th level, a stonespeaker guardian gains one additional use of wild shape per day. This benefit stacks with her number of daily uses gained from other classes that grant that ability.

She doesn't gain any additional wild shape-related class features, such as the ability to wild shape into Large animals, plants, and so on.

Stoneslam Attack (Ex): The slam attacks of a stonespeaker guardian of 3rd level or higher under the effect of the Stone Form feat deal damage as if the stonespeaker guardian were one size category larger than she is. A Medium stonespeaker guardian, for example, deals 2d6 points of damage with her slam attacks instead of the normal 1d8 points of a Medium character.

Fortification (Ex): When a critical hit or sneak attack is scored on a stonespeaker guardian of 4th level or higher, there is a 50% chance the critical hit or sneak attack is negated and damage is instead rolled normally.

Earth Glide (Su): A 5th-level stonespeaker guardian under the effect of the Stone Form feat can glide through the earth like an earth elemental. The stonespeaker guardian moves at half speed while gliding through the earth in this manner, but she can move through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a stonespeaker guardian moving in this manner flings the guardian back 30 feet, stunning her for 1 round unless she makes a DC 15 Fortitude save.

Table 5–15: The Stonespeaker Guardian

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Stony hide	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Wild shape +1/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Stoneslam attack	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Fortification, wild shape +1/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Earth glide, Earth Master	+1 level of existing divine spellcasting class

Earth Master: At 5th level, a stonespeaker guardian gains Earth Master (see Chapter 6) as a bonus feat.

SAMPLE STONESPEAKER GUARDIAN

Akamoa Trailmaster Mavoleth the Stonespeaker Guardian: Female goliath druid 5/stonespeaker guardian 2; CR 8; HD 5d8+15 plus 2d8+6; hp 56; Init +0; Spd 20 ft.; AC 17, touch 11, flat-footed 17; Base Atk +4; Grp +12; Atk +9 melee (1d8+6, Large masterwork quarterstaff) or +9 melee (3d6+7, Large masterwork quarterstaff with *shillelagh*); Full Atk +9 melee (1d8+6, Large masterwork quarterstaff) or +9 melee (3d6+7, Large masterwork quarterstaff with *shillelagh*); SA —; SQ animal companion, elemental bond, goliath traits, link with companion, nature sense, racial substitution level (druid 1st), resist nature's lure, share spells, stony hide, trackless step, wild empathy +5 (+1 magical beasts), wild shape 2/day, woodland stride; AL N; SV Fort +10, Ref +3, Will +10; Str 19, Dex 10, Con 16, Int 8, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Handle Animal +4, Jump –5, Knowledge (nature) +9, Sense Motive +5, Survival +15 (+17 in aboveground natural environments); Endurance, Lightning Reflexes, Stone Form*.

*New feat described in Chapter 6.

Animal Companion (Ex): Akamoa has a wolverine as an animal companion. This creature is a loyal companion that accompanies Akamoa on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Quickclaw: Wolverine animal companion; CR —; Medium magical beast; HD 3d8+15 plus 3; hp 31; Init +2; Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws) and –1 melee (1d6+1, bite); SA rage; SQ bonus trick, low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Climb +10, Listen +6, Spot +6; Alertness, Toughness, Track[B].

Rage (Ex): If Quickclaw takes damage in combat, it flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The following changes are in effect as long as it rages: hp 34; AC 12, touch 10, flat-footed 10; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SV Fort +9; Str 18, Con 23.

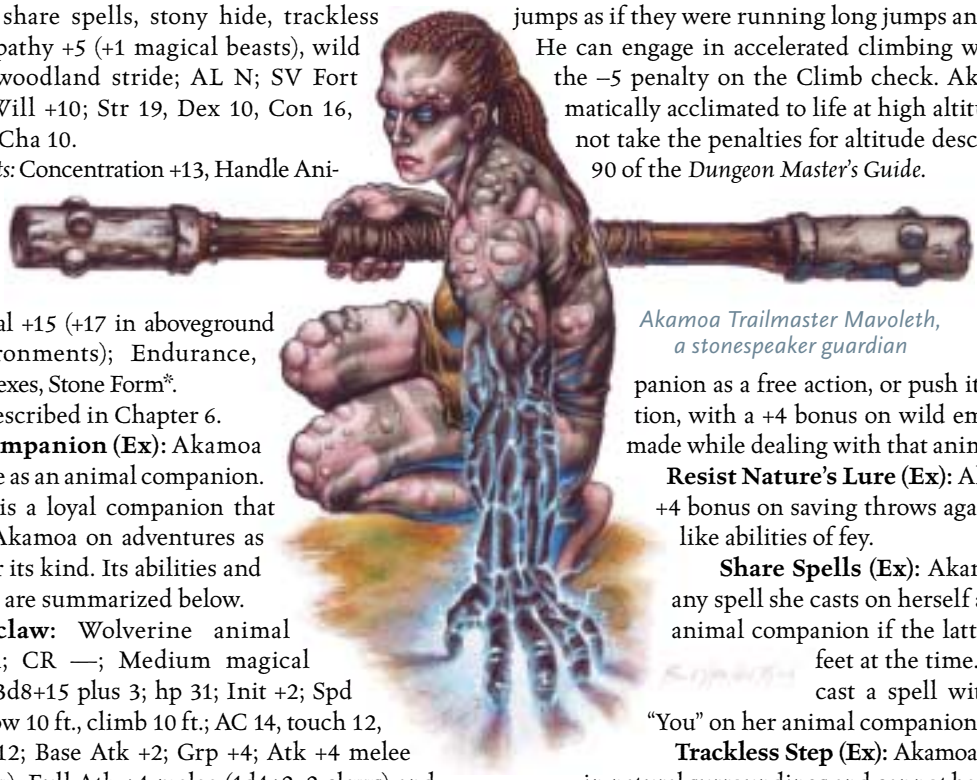
Quickclaw can't end its rage voluntarily.

Bonus Trick: Quickclaw is capable of learning one trick in addition to any that Akamoa might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. Akamoa selects this bonus trick, and once selected, it can't be changed.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Elemental Bond (Ex): When casting a *summon nature's ally* spell to summon a creature with the earth subtype, Akamoa can treat the spell as if it were the next-highest level version of that spell. She can't summon air, fire, or water creatures.

Goliath Traits (Ex): Akamoa's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. Akamoa can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. Akamoa is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.



Akamoa Trailmaster Mavoleth, a stonespeaker guardian

Illus. by R. Spencer

Link with Companion (Ex): Akamoa can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Resist Nature's Lure (Ex): Akamoa gains a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): Akamoa may have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): Akamoa leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): Akamoa can change into a Small or Medium animal and back again twice per day, as with the *polymorph* spell. This ability lasts for 7 hours or until she changes back.

Woodland Stride (Ex): Akamoa can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0—*create water, cure minor wounds, detect magic, detect poison, mending, purify food and drink;* 1st—*cure light wounds, longstrider, magic fang, shillelagh, speak with animals;* 2nd—*barkskin, bear's endurance, lesser restoration, spider climb;* 3rd—*meld into stone, protection from energy, wind wall;* 4th—*cure serious wounds.*

Possessions: +1 dragonhide breastplate, Large masterwork quarterstaff, *gauntlets of ogre power, ring of protection +1,* 75 pp.

Illus. by C. Lukacs

The distinctive cultures of the dwarves, gnomes, and goliaths spawn characters with abilities beyond those listed in the *Player's Handbook*. The following new rules for skills, feats, and racial substitution levels are designed with the races of stone in mind.

SKILLS

Driven craftsmen and miners, dwarves have perfected many new techniques to help them better survive in their homes beneath the mountains. Likewise, gnomes pour their restless enthusiasm into project after project, making them excellent inventors and natural alchemists. Even goliaths, viewed by some races as primitive, have developed new techniques for handling animals and surviving in the wild.

The following section discusses new uses for the skills described in the *Player's Handbook*. Unless otherwise noted, there are no special requirements for the new skill uses described here.

APPRAISE (INT)

Many dwarves develop a keen sense of value, and their love of stone and metal makes them even more skilled at evaluating such items.

In addition to using Appraise to determine the value of items they are offered in trade (or come across in their adventures), the dwarves have another use for this valuable skill. By turning a knowledgeable eye to an item, a dwarf can discern if it is dwarvencraft or of dwarven manufacture.

Likewise, no culture that prizes the arts as highly as that of the gnomes can lack a way to critically evaluate nontangible works of art such as music, drama, or writing. A specialized use of the Appraise skill allows gnomes to discern the value of a performance by viewing, listening, or reading a work, thereby rating the skill and value of the artist as well.

Check: In addition to appraising concrete items, any character can appraise the quality of a performance. A successful Appraise check (using the same DCs described on page 67 of the *Player's Handbook*) means that you estimate the approximate daily income a performer might be able to expect from a performance of this quality, as shown in the Perform skill description on page 79 of the *Player's Handbook*.

A character can also appraise a work being performed to determine its value, just as a physical item can be appraised. See the Craft skill description in this chapter for approximate values for artistic works.

Fast Appraise: You can appraise an item quickly, but the DC increases by 5. Failing the check means that you cannot estimate the item's value at all, much like Appraise checks made to determine the value of rare or exotic items (see page 67 of the *Player's Handbook*). Appraising an item quickly takes 1 round.

Identify Dwarven Craftwork: You can tell whether an item is dwarvencraft or of dwarven manufacture or by making a successful DC 10 Appraise check.

Action: Normally, appraising an item takes 1 minute. Appraising the quality of a performance requires the character to view and listen to the performance for 1 minute. However, appraising the actual work being performed (the entire song or poem, for example) requires the character to view and listen to the entire performance.

Try Again: If you attempt a normal Appraise check, you cannot try again on the same object, regardless of success. If you fail to appraise an item quickly (or even if you succeed), you can still try to appraise the item normally. Doing so requires the normal amount of time (1 minute).

Synergy: If you have 5 or more ranks in any Perform skill, you get a +2 bonus on Appraise checks related to performances using that Perform skill.

BLUFF (CHA)

For some jaded or mean-spirited souls, part of the fun of viewing a performance includes attempting to heckle performers into making mistakes. They use this skill to influence performers or public speakers and disrupt their efforts.

Check: Heckling involves making a Bluff check opposed by the target's Concentration check. More than one person can aid a heckler, using the aid another action (see page 65 of the *Player's Handbook*), by making a DC 10 Bluff check.

If you succeed, the performer is distracted by your abuse and taunts, and he must make an immediate Perform check with a –2 penalty. For every 5 points by which your Bluff check exceeds the performer's Concentration check, the penalty worsens by an additional 2. (So a Bluff check that beats the Concentration check by 11 results in a –6 penalty.) This new Perform check is required even if the performer has already made one or more successful checks during the same performance, and the result of the new Perform check replaces any previous result.

If your Bluff check is unsuccessful, the audience sides with the performer, admiring his composure under fire. The performer receives a +2 circumstance bonus on Perform checks for the remainder of the performance, and you have probably now offended the crowd. At the DM's option, you might have angered powerful nobles in attendance, or you could suffer attack at the hands of an unruly bar crowd—effects vary depending on the setting and mood of the audience. Even if you succeed on the heckle attempt, a chance exists that the performer's new Perform check is better than his previous result. In such an instance, the crowd responds just as if you had failed your Bluff check to heckle.

Action: An attempt to heckle takes 1 minute.

Try Again: No. You cannot try again during the same performance.

CLIMB (STR)

When exploring caverns, chasms, and the like, getting where you want to go relies as much on going down as it does climbing up. Those who wish to see how deep a cave goes typically use full climber's kits, including ropes and safety harnesses, allowing them to both rappel over a ledge into the darkness and climb back up to safety afterward.

Check: You can use a rope and climbing gear to descend over a precipice or down a sheer cliff. You must have a rope and at least 1 rank in either Climb or Use Rope. You must declare the distance you intend to cover, then make a successful Climb check and a successful Use Rope check according to the parameters below.

Climb: While you are rappelling, the Difficulty Class to climb down a wall of any texture, even one that is perfectly smooth, flat, and vertical, becomes DC 10. Add 5 to the DC if the surface is slippery, or 10 if you are rappelling with no surface to brace against.

Use Rope: While rappelling, you can descend at your base land speed with a DC 10 Use Rope check, or you can take a full-round action to move twice your speed. If you make a DC 20 Use Rope check, you can take a full-round action to descend at four times your base speed.

If you fail either your Climb check or your Use Rope check, you still descend your declared distance but may go into an uncontrolled fall. To prevent this outcome, you can attempt another Use Rope check (DC equal to previous DC + 5). On a success, you take 1d6 points of damage but halt your movement; on a failure, you fall. If you don't hit bottom by the start of your next turn, you can try to arrest your descent with another Use Rope check (DC equal to previous DC + 10). Success means you take 3d6 points of damage; failure means you continue to fall.

Action: None. A Climb or Use Rope check to rappel is included in your movement, so it is part of another action.

CONCENTRATION (CON)

Concentration is an important skill to develop as a performer, since it allows you to better resist the attempts of uncultured idiots trying to rouse you to anger and disrupt your time in the spotlight.

Check: To resist heckling, you make a Concentration check opposed by the heckler's Bluff check. If you succeed, you can ignore the heckler and proceed with your performance, generally garnering respect from your audience in the process because you kept your composure in the face of resistance. If you fail, you must make another immediate Perform check with a –2 penalty. The result of this check replaces your previous check result. For every 5 points by which the heckler's Bluff check exceeds your Concentration check, the penalty on your new Perform check increases by 2.

If your Concentration check is successful, you gain the respect of the crowd and gain a +2 bonus on Perform checks you make for this group for the remainder of your performance. All further heckling attempts during performances in front of this crowd are made with a –5 penalty.

Action: None. Resisting heckling is not an action.

Try Again: Not on a specific heckling attempt.

Synergy: If you have 5 or more ranks in any Perform skill, you get a +2 bonus on Concentration checks to resist heckling while using that skill.

CRAFT (INT)

Use of the Craft skill is intended to represent trades and arts ranging from alchemy to gemcutting, painting to weaponsmithing. Anything you make or use has its basis in the Craft skill. In addition to concrete goods, Craft covers artistic endeavors such as writing and musical composition.

Check: The basic function of the Craft skill is to allow you to create items of the type appropriate to that skill. The DC for this check depends on the complexity of the item created. As with the standard use of the Craft skill, the DC, your check results, and the value of the composition determine how long it takes to compose a musical or written work. The table below summarizes DCs and values for common types of compositions. All the values are expressed as ranges. You can choose your target value for your composition.

Raw Materials: The only raw materials required for a written composition are pen, ink, and parchment. In the course of one week's work, you spend about 2 gp on materials. Use this cost rather than the cost of the normal materials (a total of one-third of the item's price). If you are making checks by the day, you spend about 3 sp per day.

Composition Type	Value	Craft DC
Poem	5 sp–2 gp	12
Novel	5 gp–15 gp	15
Reference book	25 gp–100 gp	18
Epic	50 gp–500 gp	20
Song	5 sp–5 gp	12
Quartet or quintet composition	5 gp–15 gp	15
Symphony	25 gp–100 gp	20
Dramatic monologue	1 gp–5 gp	15
Comedic play	10 gp–30 gp	15
Dramatic play	15 gp–50 gp	15

Action: Does not apply. Craft checks are made by the day or week (see above).

Try Again: Yes, but each time you fail a check by 5 or more, you must start over from the beginning of the creation process.

Special: You can voluntarily add 10 to your Craft DC to create an item more quickly, as with the normal skill use.

HANDLE ANIMAL (CHA; TRAINED ONLY)

Dwarves, gnomes, and other mountain- and underground-dwelling races have developed training techniques suited to the environments in which they live. These techniques include tricks and a general purpose that can be taught to animals using the Handle Animal skill. For a full description of teaching an animal a trick or training it for a purpose, see page 74 of the *Player's Handbook*.

In addition, many surface animals are not comfortable underground or in other unusual environments. The variant rule described in the Mounts in Unusual Environments sidebar (see below) provides some simple guidelines on how to handle this.

New Uses for Existing Tricks: If an animal already knows one of the tricks described on pages 74–75 of the *Player's Handbook*, it might be able to apply special abilities it possesses to using that trick.

Come or Heel: An animal that knows either of these tricks will move through a tight space if commanded to do so.

Seek: An animal with the scent ability uses that ability when it seeks. The scent fighting trick (see below) expands this ability, however, so that the animal will point its handler to an invisible creature it can detect by scent.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. The following tricks expand upon the list presented in the *Player's Handbook*.

Scent Fighting (DC 20): The animal is trained to help its rider or handler fight against a creature that it cannot see. Each round, the creature takes a move action to locate the direction of a scent and then travels in that direction, stopping when it is within 5 feet of the source of the scent (or at the limit of its movement) and indicating the location of the origin of the scent. An animal must have the scent ability to learn this trick.

VARIANT: MOUNTS IN UNUSUAL ENVIRONMENTS

Many normal and even war-trained mounts do not do well in unusual environments. The hold of a storm-tossed warship is no place for a horse, and underground environments make a goliath's dire eagle mount nervous and uncomfortable.

At the DM's option, mounts in unusual environments must make Will saving throws or be overcome with fear. The DC of the saving throw is 10 in an unusual environment, 15 in a disturbing environment, and 20 or more in an obviously dangerous or startling environment. Failing the saving throw by 9 or less leaves a mount shaken. Failing the saving throw by 10 or more causes a mount to cower. A mount can retry this saving throw every hour.

A skilled animal handler can substitute his Handle Animal check result for the mount's Will save. Similarly, a skilled rider can substitute his Ride check result for the mount's Will save. In both cases, the mount uses the handler's skill check result or its saving throw result, whichever is higher.

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Special Movement (DC 20): The animal will use one specific special movement mode it does not normally possess if a spell or other effect grants it that movement mode: flying, burrowing, climbing, or swimming. An animal trained to fly will also *air walk*.

Train an Animal for a Purpose: Rather than teaching an animal individual tricks, you can simply train it for a general purpose. The following general purpose expands upon the list presented in the *Player's Handbook*.

Underground Fighting (DC 20): An animal trained to engage in combat underground, where scent is typically as important as vision in a fight, knows the tricks attack, defend, down, scent fighting, seek, and heel. Training an animal for underground fighting takes six weeks.

LISTEN (WIS)

Sound doesn't behave underground the way it does on the surface. Water and stone carry it in ways that open air doesn't. Words and noises sometimes travel far from the individuals who made them to the ears of unfriendly creatures who would otherwise have remained unaware of the intruders' presence.

To those who have learned the ways of sound in the earth's heart, an echo from the sound of an enemy's misstep can be sweet music to their ears. Years of training have taught many underground explorers how to tell an enemy's location and distance from the echoes they hear.

Check: With a successful DC 25 Listen check, you can listen to echoing sounds and determine how far away the individuals making them are, within 10% of the distance between you and those individuals.

Action: Each check takes 1 full round of listening.

Try Again: No.

RIDE (DEX)

Many mounts are not comfortable underground or in other unusual environments. The variant rule described in the Mounts in Unusual Environments sidebar provides some simple guidelines on how to handle this.

Training a dire badger requires patience, endurance, and a good supply of berries

Sleight of Hand (Dex; Trained Only)

Sleight of Hand is a well-known skill of rogues, thieves, and street magicians everywhere. It also has a practical use to the magic-using world, allowing spellcasters to cast their spells while avoiding the notice of others.

Check: When casting a spell, you may make a Sleight of Hand check to make your verbal and somatic components less obtrusive, muttering magic words under your breath and making magic gestures within your sleeves. Your Sleight of Hand check is opposed by any observer's Spot check. The observer's success doesn't prevent you from casting the spell, just from doing it unnoticed.

Action: None. You make the check as part of your normal spellcasting.

Try Again: Yes, but after an initial failure, you take a –10 penalty on a second Sleight of Hand attempt against the same target (or while the same observer who noticed your previous attempt is watching you).

Spellcraft (Int; Trained Only)

If you use *read magic*, you can use this skill to identify the effects of a rune circle (see page 167 for more information on rune circles).

Check: When using *read magic*, you can identify the effects of a rune circle. The base DC is 10 + the caster level of the rune circle. You must first know that a magic rune circle is present, usually through the use of the *detect magic* spell.

If the check is successful, you know the powers of the circle and how to activate it.

Action: Deciphering the runes on a rune circle takes 1 minute (ten consecutive full-round actions).

Special: If you have 5 or more ranks in Decipher Script, you get a +2 bonus on Spellcraft checks to identify the effects of a rune circle.

Survival (Wis)

While most surface-dwellers only delve into the depths of the earth on brief excursions, seeking treasure or lost cities, the dwarves and other races of stone live there on a daily basis. These races have learned the ways of earth, and the flora and fauna that make the heart of the earth their home.

Check: All the normal uses of the Survival skill apply underground as well as on the surface. In addition, with a successful DC 15 Survival check, you gain a +2 bonus on all Fortitude saves against natural hazards of the underground (such as trapped gases, heat from lava or other volcanic features, and so on) while moving up to one-half your overland speed, or you gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every point by which your Survival check result exceeds 15.

Use Rope (Dex)

In conjunction with the Climb skill, you can make Use Rope checks to rappel down a rope. See Climb, earlier in this section, for details.

Feats

This section presents new feats that embody the strengths and abilities of the races of stone. Some of the feats described here are more appropriate for dwarves, gnomes, goliaths, and their kin than they are for other races, but even characters of other races will find several intriguing options.

For the purpose of qualifying for a feat, feral garguns count as goliaths.

Bardic Music Feats

Bardic music feats, as the name suggests, require the bardic music ability to obtain and require the expenditure of daily uses of the bardic music ability to activate. The bardic music feats presented here are tied, for the most part, to the gnome race and its inherent ability with illusion and magic.

Like the bardic music ability itself, all bardic music feats require that the character be able to produce music (or its equivalent; see the description of bardic music on page 29 of the *Player's Handbook*) to use the feat, even those that only require free actions and those that require no action at all.

Divine Feats

The feats in this category share characteristics that make them unavailable to nondivine classes. First, they all have as a prerequisite the ability to turn or rebuke undead. Thus, they are open to clerics, paladins of 3rd level or higher, and a member of any prestige class or any creature that has that ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs a character a minimum of one turn/rebuke attempt from her number of attempts each day. If you don't have any turn/rebuke attempts left, you can't use a divine feat. Turning or rebuking undead is a standard action (unless you have a special ability that says otherwise). These feats often take a standard action to activate but might require other types of actions as specified. Regardless, you can activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations might allow you the benefits of more than one divine feat at a time.

Third, turning or rebuking undead is a supernatural ability and a standard action that does not provoke attacks of opportunity and counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke attacks of opportunity unless otherwise specified in the feat description. Activating a divine feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target.

Paladins in particular should consider these feats. Because the paladin's turning ability remains behind the cleric's throughout the paladin's career, a paladin who chooses one or two divine feats has more options than just using his turning attempts to turn undead.

Table 6–1: New Feats

General Feats	Prerequisites	Benefit
Earth Sense	Con 13, Wis 13	Sense creatures within 20 feet that are touching the ground
Earth Adept	Earth Sense	+1 bonus on damage rolls if you and your foe are touching the ground
Earth Master	Earth Adept, Earth Sense	+1 bonus on attack rolls if you and your foe are touching the ground
Earth Spell	Earth Sense, Heighten Spell	Heightened spell treated as higher level and higher caster level
Stone Rage	Earth Sense, rage ability	Gain +1 to natural armor while you rage
Exotic Armor Proficiency[1, 2]	Armor Proficiency of the appropriate sort	Gain proficiency with specific exotic armor
Exotic Shield Proficiency[1]	Shield Proficiency, base attack bonus +1	Gain proficiency with specific exotic shield
Goad[1]	Cha 13, base attack bonus +1	Cause enemy to make melee attacks only against you
Heavy Armor Optimization[1]	Armor Proficiency (heavy), base attack bonus +4	Reduce armor check penalty by 1 and increase armor bonus by 1
Greater Heavy Armor Optimization[1]	Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8	Reduce armor check penalty by 2 and increase armor bonus by 1
Improved Weapon Familiarity[1]	Base attack bonus +1	Racial weapons are martial, not exotic
Knockback[1]	Improved Bull Rush, Power Attack, size Large or larger	Push foes backward with your blows
Mountain Warrior[1]	Survival 5 ranks, base attack bonus +3	Gain +1 bonus on melee damage, +1 bonus on ranged attacks with higher ground, negate opponent's bonus, and +2 bonus on Balance checks on slopes
Rampaging Bull Rush	Improved Bull Rush, size Large or larger, rage class feature	Knock foe prone as part of raging bull rush
Reckless Rage	Con 13, rage ability	Take additional –2 penalty to AC, gain additional +2 to Str and Con while raging
Rock Hurling	Str 19, size Large or larger	Hurl rocks like a giant can
Improved Rock Hurling	Str 23, Rock Hurling, size Large or larger	Throw rocks farther and more accurately
Fling Ally	Rock Hurling	Throw a friend into another square
Fling Enemy	Rock Hurling	Throw an enemy you're grappling
Shielded Casting	Concentration 5 ranks, Combat Casting, Shield Proficiency	No attacks of opportunity when you cast spells with a shield ready
Shielded Manifesting	Concentration 5 ranks, Combat Manifesting, Shield Proficiency	No attacks of opportunity when you manifest powers with a shield ready
Steady Concentration	Concentration 8 ranks	Always take 10 on Concentration checks
Steady Mountaineer	Goliath, or Climb 8 ranks and Jump 8 ranks	Always take 10 on Climb and Jump checks
Tunnel Fighting[1]	Base attack bonus +1	No penalty on attacks or to AC when squeezing
Stoneback[1]	Shield Proficiency, Tunnel Fighting	Prevent flanks when a wall shields one side
Tunnel Riding[1]	Mounted Combat, Tunnel Fighting	You and your mount take no penalty on attacks or to AC when squeezing

Racial Feats	Prerequisites	Benefit
Ancestral Knowledge	Dwarf, Wis 15	Make untrained Knowledge checks and use Wisdom modifier
Auspicious Marking	Goliath	Gain +2 bonus on Charisma checks against goliaths and reroll stabilization checks
Markings of the Blessed	Goliath, Auspicious Marking	Choose higher of two saving throw rolls
Markings of the Hunter	Goliath, Auspicious Marking	Choose higher of two initiative checks
Markings of the Magi	Goliath, Auspicious Marking	Choose higher of two caster level checks
Markings of the Maker	Goliath, Auspicious Marking	Choose higher of two skill checks
Markings of the Warrior	Goliath, Auspicious Marking	Choose higher of two attack rolls
Battle Hardened	Dwarf, base attack bonus +4	Gain +4 bonus on saves against fear, +2 bonus on initiative
Burrow Friend	Gnome, Cha 13	Gain +2 bonus on Handle Animal and wild empathy checks with burrowing animals
Clan Prestige	Dwarf, Cha 13	Gain +4 bonus on Charisma checks against members of the same clan
Dwarven Armor Proficiency[1]	Dwarf, Armor Proficiency (heavy)	Gain proficiency with dwarf exotic armors
Earth Fist[1]	Dwarf, gnome, or goliath, Earth Sense, Improved Unarmed Strike	Unarmed attacks are treated as cold iron while you touch solid ground

Extra Silence	Whisper gnome	Use racial silence ability 3/day + Cha bonus
Gnome Foe Killer	Gnome	Gain +2 bonus on weapon damage rolls against kobolds and goblinoids
Heavy Lithoderms	Goliath	Natural armor increases by 1
Moradin's Smile	Dwarf	Gain +2 bonus on all Cha-based skill checks
Natural Trickster	Gnome, Cha 13	Gain 1st-level illusion spell as spell-like ability
Piercing Sight	Gnome	Gain +4 bonus on saves to disbelieve illusions
Silencing Strike	Sneak attack ability, whisper gnome	Silence target of your sneak attack
Titan Fighting[1]	Dodge, racial dodge bonus against giants	Apply racial dodge bonus to AC when dodging larger opponents
Trivial Knowledge	Gnome, Int 13	Choose higher of two Knowledge or bardic knowledge checks

Bardic Music Feats	**Prerequisites**	**Benefit**
Enchanting Song	Perform (any) 5 ranks, Spell Focus (enchantment), bardic music	Spend bardic music to increase enchantment spell caster level and DC by 1
Inspire Spellpower	Perform (any) 8 ranks, bardic music	New song increases allies' caster level by 1
Metamagic Song	Any two metamagic feats, bardic music	Spend bardic music to apply metamagic to spells
Misleading Song	Perform (any) 5 ranks, Spell Focus (Illusion), bardic music	Spend bardic music to increase illusion spell caster level and DC by 1

Divine Feats	**Prerequisites**	**Benefit**
Earth's Warding	Earth Sense, ability to rebuke earth creatures	Spend rebuke attempt to increase your natural armor by 2
Divine Damage Reduction	Earth Sense, Earth's Warding	Spend rebuke attempt to gain damage reduction 2/adamantine
Divine Spellshield	Ability to rebuke earth creatures, racial bonus on saves against spells	Spend rebuke attempt to grant +2 bonus on saves against spells to your allies
Pierce the Darkness	Ability to turn undead, darkvision	Spend turn attempt to double darkvision range
Roots of the Mountain	Ability to rebuke earth creatures, stability racial trait	Spend rebuke attempt to make yourself immovable

Item Creation Feats	**Prerequisites**	**Benefit**
Craft Rune Circle	Caster level 5th	Create rune circles

Psionic Feats	**Prerequisites**	**Benefit**
Deep Vision	Darkvision	Darkvision increases while focused
Deflective Armor	Heavy Armor Optimization	Protects against touch attacks while focused
Earth Power	Earth Sense	Pay 1 less power point to manifest power while you stand on stone or earth
Focused Shield	Shield Proficiency	+1 to shield bonus while focused
Invest Armor	Proficient with armor	Expend focus to increase armor bonus by 3
Energize Armor	Invest Armor	Psychic energy grants you resistance 10 against next energy attack

Weapon Style Feats	**Prerequisites**	**Benefit**
Axespike	Armor Proficiency (heavy), Weapon Focus (armor spikes)	Make secondary attack with armor spikes with full attack
Shielded Axe	Shield Proficiency, Two-Weapon Fighting, Weapon Focus (dwarven waraxe, handaxe)	Retain buckler's shield bonus when making full attack with waraxe and handaxe
Spellrazor	Concentration 5 ranks, Combat Casting, Exotic Weapon Proficiency (gnome quickrazor), Two-Weapon Fighting	Make off-hand attack with quickrazor when casting touch attack spell
Turtle Dart	Exotic Armor Proficiency (battle plate or mountain plate), Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency, Weapon Focus (short sword)	Do not provoke attacks of opportunity for moving from any creature that you attack with your short sword in the same round

Wild Feats	**Prerequisites**	**Benefit**
Stone Form	Con 13, wild shape class feature	Wild shape into stony form
Powerful Wild Shape	Powerful build racial trait, wild shape ability	Retain powerful build while wild shaped

1 A fighter may select this feat as one of his fighter bonus feats.
2 You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of exotic armor.

These feats are particularly appropriate for dwarf, gnome, or goliath clerics and paladins.

WEAPON STYLE FEATS

First introduced in *Complete Warrior,* weapon style feats reflect an extremely focused approach to combat and emphasize the mastery of individual weapons. Just as individuals master unique styles, races approach combat in many different ways. This diversity is best expressed through distinctive racial fighting styles—combinations of favored weapons and exotic maneuvers as unique as a race's outlook and culture. Although none of the weapon style feats presented here are restricted by race, DMs are free to impose such restrictions in their own campaigns should they want to reserve one technique for a specific race, subrace, or organization.

A weapon style feat is one that provides a benefit that draws upon a number of specific feats and often requires the use of specific weapons.

WILD FEATS

All wild feats have as a prerequisite the wild shape ability. Thus, they are available to druids of 5th level or higher, as well as to any character who has gained the wild shape ability from a prestige class or other source.

Each use of a wild feat generally costs one daily use of your wild shape ability. If you don't have any uses of wild shape left, you can't use a wild feat. Unless otherwise noted, changing form with wild shape or activating a wild feat is a standard action. You can only use the wild shape ability to change form or activate one wild feat per round, though overlapping durations may allow you the benefits of more than one wild feat at a time.

Activating a wild feat is a supernatural ability and does not provoke attacks of opportunity unless otherwise specified in the feat description. Activating a wild feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Stone Form, for example, gives you a slam attack, but the feat does not directly deal damage to an opponent upon its activation. It is not itself an attack.

ANCESTRAL KNOWLEDGE [RACIAL]

You have a strong connection to the ancestors of your clan, giving you understanding and knowledge beyond the mortal realms.

Prerequisites: Dwarf, Wis 15.

Benefit: You can make any Knowledge check untrained, even if the DC is higher than 10. In addition, you can use your Wisdom modifier for any Knowledge check in place of your Intelligence modifier.

Normal: A character can only make untrained Knowledge checks if the DC is 10 or lower, and Knowledge skills are Intelligence-based.

AUSPICIOUS MARKING [RACIAL]

Goliaths place great stock in how the mottled variations in skin pigmentation herald events in that goliath's future. Your skin patterns indicate that fate has marked you for greatness, and the patterns shift slowly to take new forms.

Prerequisite: Goliath.

Benefit: Goliaths who can see your skin pattern are subconsciously affected by it. You gain a +2 bonus on all Charisma-based skill checks when dealing with other goliaths. In addition, you can reroll any stabilization check once per turn.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, the *Expanded Psionics Handbook* introduced another new action type: the immediate action. These two game concepts are not restricted to miniatures play or psionics, respectively, and can be utilized in a regular D&D roleplaying game. Some of the feats, spells, or items in *Races of Stone* and future Dungeons & Dragons supplements will use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve magic or psionics, or the activation of magic items or psionic items; many characters (especially those who don't use magic or psionics) never have an opportunity to take a swift action.

Casting a quickened spell or manifesting a quickened power is a swift action. In addition, casting any spell or manifesting any power with a casting time or manifesting time of 1 swift action (such as *earth hammer*) is a swift action.

Casting a spell or manifesting a power with a casting or manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

AXESPIKE [STYLE]

You have mastered the art of fighting in spiked armor while wielding a greataxe. You blend greataxe blows and armor spike attacks into one constant, deadly attack form.

Prerequisites: Proficiency with armor spikes, proficiency with greataxe, Armor Proficiency (heavy), Weapon Focus (armor spikes).

Benefit: When you make a full attack with your greataxe, you can make an additional attack with your armor spikes at a –5 penalty. You can only add 1/2 your Strength modifier to the damage from this extra attack, as if it were an attack with an off-hand weapon.

BATTLE HARDENED [RACIAL]

Your extensive battle experience has left you incredibly calm and composed, even in the heat of battle.

Prerequisites: Dwarf, base attack bonus +4.

Benefit: You receive a +4 bonus on saving throws against fear effects. You also gain a +2 bonus on initiative checks.

BURROW FRIEND [RACIAL]

Your natural rapport with burrowing mammals improves.

Prerequisites: Gnome, Cha 13.

Benefit: You gain a +2 bonus on Handle Animal checks and wild empathy checks involving burrowing mammals.

If you have the spell-like ability to speak with burrowing mammals, you can use this ability one extra time per day per point of Charisma bonus.

Normal: Gnomes can normally use *speak with animals* to converse with burrowing animals only once per day.

CLAN PRESTIGE [RACIAL]

Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to the clan.

Prerequisites: Dwarf, Cha 13.

Benefit: Your prestigious actions grant you a +4 bonus on all Charisma-based skill checks when dealing with other members of your clan. The clan must be specified when the feat is taken, and it cannot be changed.

Special: This feat is applicable to one clan only, typically the one with which the character is affiliated. It cannot be taken more than once.

CRAFT RUNE CIRCLE [ITEM CREATION]

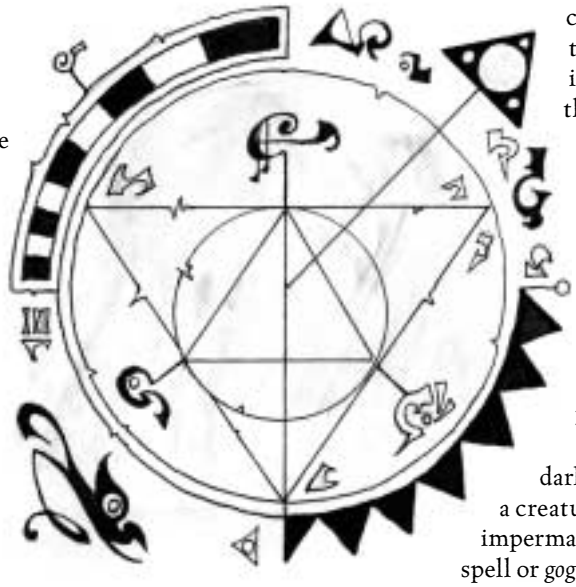
You can create rune circles, stationary magic items that hold a variety of spells and effects.

Prerequisite: Caster level 5th.

Benefit: You can create a rune circle whose prerequisites you meet (see Sample Rune Circles on page 168 for prerequisites and other information on rune circles). Creating a rune circle takes one day for each 1,000 gp in its price. To create a rune circle, you must spend 1/25 of the item's price in XP and use up raw materials costing one-half of this price.

You can also mend a broken rune circle if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Some rune circles incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price.



DEEP VISION [PSIONIC]

Your mental focus helps you see farther with darkvision.

Prerequisite: Darkvision.

Benefit: While you are psionically focused, your natural darkvision range increases by 30 feet.

Special: This feat affects only darkvision permanently gained from a creature's race, type, or class, not from impermanent effects such as the *darkvision* spell or *goggles of night*.

DEFLECTIVE ARMOR [PSIONIC]

Your armor shields you from touch attacks as well as regular blows.

Prerequisite: Heavy Armor Optimization.

Benefit: While you are psionically focused and wearing heavy armor, the AC bonus from your armor (including any enhancement bonuses) applies against touch attacks as well as regular attacks.

DIVINE DAMAGE REDUCTION [DIVINE]

You can channel energy to give yourself a small amount of protection from weapons.

Prerequisites: Con 13, Wis 13, Earth Sense, Earth's Warding, ability to rebuke earth creatures.

Benefit: As a standard action, you can spend one of your rebuke earth creatures attempts to give yourself damage reduction 2/adamantine. This benefit lasts for a number of rounds equal to your character level. You must be touching the ground to use this feat.

DIVINE SPELLSHIELD [DIVINE]

You can channel energy to help your allies resist spells and spell-like effects.

Prerequisites: Ability to rebuke earth creatures, racial bonus on saves against spells.

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Benefit: As a standard action, you can spend one of your rebuke earth creatures attempts to grant all allies within 30 feet a +2 sacred bonus on saving throws against spells and spell-like effects. This bonus lasts for a number of rounds equal to your character level. You must be touching the ground to use this feat.

DWARVEN ARMOR PROFICIENCY [RACIAL]

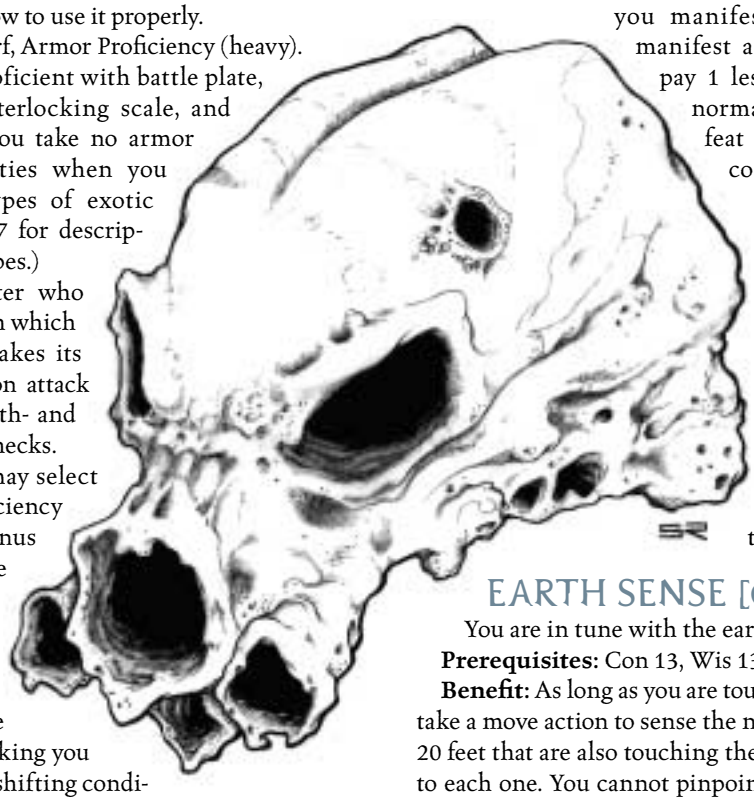
You are familiar with exotic armor of dwarven manufacture and understand how to use it properly.

Prerequisites: Dwarf, Armor Proficiency (heavy).

Benefit: You are proficient with battle plate, interlocking plate, interlocking scale, and mountain plate, and you take no armor nonproficiency penalties when you wear any of these types of exotic armor. (See Chapter 7 for descriptions of these armor types.)

Normal: A character who wears exotic armor with which she is not proficient takes its armor check penalty on attack rolls and on all Strength- and Dexterity-based skill checks.

Special: A fighter may select Dwarven Armor Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).



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EARTH ADEPT [GENERAL]

You are in tune with the ground at your feet, making you more dangerous in the shifting conditions of combat.

Prerequisites: Con 13, Wis 13, Earth Sense.

Benefit: You gain a +1 bonus on weapon damage rolls if both you and your foe are touching the ground.

EARTH FIST [RACIAL]

Your bond with the earth and martial training has imbued your fists with the qualities of cold iron.

Prerequisites: Dwarf, gnome, or goliath, Con 13, Wis 13, Earth Sense, Improved Unarmed Strike.

Benefit: As long as you are touching the ground, your unarmed attacks are treated as cold iron weapons for the purpose of dealing damage to creatures with damage reduction.

Special: A fighter may select Earth Fist as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

EARTH MASTER [GENERAL]

You are in tune with the ground at your feet, helping you anticipate your opponent's movements in combat.

Prerequisites: Con 13, Wis 13, Earth Adept, Earth Sense.

Benefit: You gain a +1 bonus on attack rolls if both you and your foe are touching the ground.

EARTH POWER [PSIONIC]

You draw psionic energy from raw stone.

Prerequisites: Con 13, Wis 13, Earth Sense.

Benefit: As long as you are psionically focused and standing on stone or unworked earth (including normal soil), you can pull psychic energy from the earth when you manifest a power. When you manifest a power in this way, you pay 1 less power point than you normally would. The use of this feat cannot reduce a power's cost below 1 power point.

You cannot use this ability when you expend your psionic focus to enhance the same power in a different manner. For example, if you have the Maximize Power feat, you cannot expend your focus to maximize a power and also reduce the cost of that same power.

EARTH SENSE [GENERAL]

You are in tune with the earth beneath you.

Prerequisites: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 feet that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

EARTH SPELL [GENERAL]

You draw magical power from the earth beneath your feet.

Prerequisites: Con 13, Wis 13, Earth Sense, Heighten Spell.

Benefit: As long as you are standing on stone or unworked earth (including normal soil), you can use the Heighten Spell feat to added effect. If you cast a spell using a spell slot one level higher than the spell's actual level, the spell is treated as a spell of two levels higher and your effective caster level is increased by one. If you use a spell slot two levels higher, the spell is treated as three levels higher and your effective caster level is increased by two, and so on.

You cannot gain the benefit of this feat when casting a spell with the air, fire, or water descriptor.

EARTH'S WARDING [DIVINE]

You can channel energy to infuse your skin with the strength of the earth.

Prerequisites: Con 13, Wis 13, Earth Sense, ability to rebuke earth creatures.

Benefit: As a standard action, spend one of your rebuke earth creatures attempts to increase your natural armor bonus by 2. This increase lasts for a number of minutes equal to your Constitution bonus.

Special: You must be touching the ground to use this feat.

ENCHANTING SONG [BARDIC MUSIC]

You can channel the power of your bardic music to temporarily increase the power of your enchantment spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (enchantment), bardic music.

Benefit: As you cast a spell of the enchantment school, you may spend one daily use of your bardic music ability to increase the caster level and saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

ENERGIZE ARMOR [PSIONIC]

You can charge your armor with psionic energy, making it resistant to energy damage.

Prerequisite: Proficiency with armor worn, Invest Armor.

Benefit: You can expend your psionic focus to infuse your armor with psychic energy. This gives you resistance 10 against the next attack or effect with an energy descriptor that affects you. Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being affected by a spell, effect, or attack that inflicts energy damage. Activating this feat does not provoke attacks of opportunity.

EXOTIC ARMOR PROFICIENCY [GENERAL]

Choose a type of exotic armor, such as mammoth leather or tumbler's breastplate. You understand how to wear that type of exotic armor properly.

Prerequisites: Armor Proficiency of the appropriate sort (for example, you must have Armor Proficiency [light] to take Exotic Armor Proficiency [mammoth leather]).

Benefit: You are proficient with a specific type of exotic armor and take no armor nonproficiency penalties when you wear it (see Table 7–2: Armor and Shields, page 158).

Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new type of exotic armor.

A fighter may select Exotic Armor Proficiency as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

Note: This feat originally appeared in the FORGOTTEN REALMS® game supplement *Underdark*. This version of the feat supersedes the previous version.

EXOTIC SHIELD PROFICIENCY [GENERAL]

Choose an exotic shield, such as a gauntlet shield or battle cloak. You are proficient with that type of exotic shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no shield nonproficiency penalties when you wear it (see Table 7–2: Armor and Shields, page 158).

Normal: A character who is using a shield with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: As a variant rule, the DM can allow fighters to choose one free Exotic Shield Proficiency feat instead of the Tower Shield Proficiency feat they receive at 1st level.

A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

EXTRA SILENCE [RACIAL]

You can generate a field of silence more often than other whisper gnomes can.

Prerequisite: Whisper gnome.

Benefit: You can use your racial *silence* spell-like ability a number of times per day equal to 3 + your Charisma bonus.

Normal: A whisper gnome can normally use his *silence* spell-like ability once per day.

Special: You can take this feat more than once. Each time you take it after the first, you gain three additional uses of your *silence* ability per day.

FLING ALLY [GENERAL]

You can launch your comrades into the air as if they were thrown weapons.

Prerequisites: Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can pick up an ally at least one size category smaller than you and throw him toward a specific square up to five range increments away. It takes a move action to pick up an ally and a standard action to throw that ally. You make a ranged touch attack (against AC 5) to throw the ally to the chosen square. If the touch attack hits, the ally lands in the square you designate. If the touch attack is a miss, randomly determine in which square the ally lands, using the Missing with a Thrown Weapon diagram on page 158 of the *Player's Handbook*. If the ally lands in a square that is occupied, she lands prone in that square. In any case, the ally doesn't provoke attacks of opportunity for this movement.

Illus. by J. Thomas

The Fling Ally feat in action

Allies one size category smaller than you have a range increment of 5 feet, while allies two size categories or more smaller than you have a range increment of 15 feet. If you have the Improved Rock Hurling feat or the racial ability to throw rocks, the range increments improve to 20 feet and 40 feet respectively.

Goliaths are treated as Large creatures for the purpose of this feat, allowing them to fling Medium allies with a range increment of 5 feet and Small or smaller allies with a range increment of 15 feet.

You must be strong enough to lift the ally over your head (the ally's weight cannot exceed your character's maximum load) to throw her. See page 162 of the *Player's Handbook* for more information on carrying capacity and maximum load.

FLING ENEMY [GENERAL]

When you're wrestling a foe, you can lift him into the air and hurl him.

Prerequisites: Str 19, Rock Hurling or racial ability to throw rocks, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: When you're grappling a foe, you can fling that foe away from you with a successful grapple check. Flinging the enemy requires a standard action. For every 5 points by which your grapple check beats your foe's grapple check or Escape Artist check, you can throw that foe 10 feet. Your foe lands prone in the square you designate. You can't throw a foe farther than you could throw an ally (as described in the Fling Ally feat).

You must be strong enough to lift an enemy over your head (the enemy's weight cannot exceed your character's maximum load) to throw him. See page 162 of the *Player's Handbook* for more information on carrying capacity and maximum load.

The enemy does not provoke attacks of opportunity for this movement.

FOCUSED SHIELD [PSIONIC]

Your mental focus makes you more adept at using your shield.

Prerequisite: Shield Proficiency.

Benefit: While you are psionically focused and holding a ready shield with which you are proficient, the AC bonus provided by your shield increases by 1.

GNOME FOE KILLER [RACIAL]

Your battle techniques against your racial foes improve.

Prerequisite: Gnome.

Benefit: You gain a +2 racial bonus on weapon damage rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).

GOAD [GENERAL]

You are skilled at inducing opponents to attack you.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: As a move action, you may goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The effect is a mind-affecting ability.) When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

Special: A fighter may select Goad as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

GREATER HEAVY ARMOR OPTIMIZATION [GENERAL]

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase to the armor bonus pf 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

HEAVY ARMOR OPTIMIZATION [GENERAL]

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

HEAVY LITHODERMS [RACIAL]

You have stony growths on your skin that afford you protection against attacks.

Prerequisite: Goliath.

Benefit: You gain a +1 natural armor bonus.

IMPROVED ROCK HURLING [GENERAL]

Your accuracy and effectiveness with thrown rocks improves.

Prerequisites: Str 23, Rock Hurling, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small objects) with a range increment of 80 feet. The rocks deal 2d6 points of damage plus your Strength modifier. Rocks have a maximum range of five range increments. Additionally, you gain a +1 bonus on attack rolls when throwing rocks.

IMPROVED WEAPON FAMILIARITY [GENERAL]

You are familiar with all exotic weapons common to your people.

Prerequisite: Base attack bonus +1.

Benefit: You treat all the exotic weapons associated with your race as martial weapons rather than as exotic weapons. A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the gnome swordcatcher (see page 155) or the dwarven urgrosh.

Normal: Without this feat, a character must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to eliminate the nonproficiency penalty he takes when wielding an exotic weapon associated with his race.

Special: A fighter may select Improved Weapon Familiarity as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

INSPIRE SPELLPOWER [BARDIC MUSIC]

You can use your bardic music to increase the power of your allies' spells.

Prerequisites: Perform (any one) 8 ranks, bardic music.

Benefit: You gain an additional bardic music ability called inspire spellpower.

Inspire Spellpower (Su): As a standard action, you can use music or poetics to inspire the spellcasting of allied spellcasters, making their spells more powerful. To be affected, an ally must be able to hear you perform. The effect lasts for as long as the ally hears you sing and for 5 rounds thereafter. The affected allies' effective caster level is increased by 1. You cannot inspire spellpower in yourself. Inspire spellpower is a mind-affecting ability.

Special: Inspire spellpower follows all the normal rules of the bardic music ability, including using one of the character's daily uses of the ability.

INVEST ARMOR [PSIONIC]

You can charge your armor with additional protective qualities.

Prerequisite: Proficiency with armor worn.

Benefit: You can expend your psionic focus to increase the armor bonus of the armor you're wearing by 3. Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being the target of an attack. You must decide whether or not to use

this feat before the result of your opponent's attack roll is determined.

KNOCKBACK [GENERAL]

By putting your bulk behind a blow, you can push your enemy backward.

Prerequisites: Improved Bull Rush, Power Attack, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: If you score a hit while you are using the Power Attack feat, you can make a free bull rush attempt against the foe you hit, applying the number by which you reduced your attack roll as a bonus on the opposed Strength check (as well as on the damage you deal). If you hit with a two-handed weapon, you can apply double that number on the opposed Strength check. Unlike standard bull rush attempts, knockback attempts don't provoke attacks of opportunity, and you don't move with the enemy you knock backward. Bull rush rules can be found on page 154 of the *Player's Handbook*.

Special: A fighter may select Knockback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

MARKINGS OF THE BLESSED [RACIAL]

Your skin markings shift into a pattern that resists a wide array of harmful effects in times of trouble.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting any saving throw and use either of the two results.

MARKINGS OF THE HUNTER [RACIAL]

Your skin markings shift into a pattern that makes you hard to get the drop on.

Prerequisites: Goliath, Auspicious Marking.

Benefit: You can roll a second d20 when making an initiative check and use either of the two results.

MARKINGS OF THE MAGI [RACIAL]

Your skin markings shift into a pattern that denotes you as having strong magical talent.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting a caster level check and use either of the two results.

MARKINGS OF THE MAKER [RACIAL]

Your skin markings shift into a pattern that gives you fate's edge when using skills.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when attempting any skill check and use either of the two results.

MARKINGS OF THE WARRIOR [RACIAL]

Your skin markings have shifted over time into a pattern that gives you fate's deathly accuracy in times of trouble.

Prerequisites: Goliath, Auspicious Marking.

Benefit: Up to three times per day, you can roll a second d20 when making an attack roll and use either of the two results.

METAMAGIC SONG [BARDIC MUSIC]

You can channel the power of your bardic music into your magic, allowing you to pay the cost of metamagic feats by spending uses of your bardic music ability.

Prerequisites: Any two metamagic feats, bardic music.

Benefit: When you spontaneously cast an arcane spell that is enhanced by a metamagic feat, you can spend a number of uses of your bardic music ability equal to the number of extra levels that the metamagic feat imposes on the spell rather than raising the spell's effective level. Applying metamagic spontaneously using this method increases the casting time of the spell normally.

You cannot use the Metamagic Song feat to add metamagic feats that would make the spell's effective level higher than the highest level of spell that you can cast normally.

Special: When applying a metamagic feat to a spell, you must either use Metamagic Song to completely offset the increase in the spell's effective level or apply the metamagic feat normally and cast the spell at its higher level. You cannot partially increase the level of the spell (or "split" the cost) to reduce the number of uses of bardic music spent when using the Metamagic Song feat. Only one method can be used to pay for metamagic feats that affect a single spell.

You cannot use the Metamagic Song feat to improve a spell with the Silent Spell metamagic feat.

MISLEADING SONG [BARDIC MUSIC]

You can channel the power of your bardic music to temporarily increase the power of your illusion spells.

Prerequisites: Perform (any one) 5 ranks, Spell Focus (illusion), bardic music.

Benefit: As you cast an illusion spell, you can spend one daily use of your bardic music ability to increase the caster level and the saving throw DC of that spell by 1. These bonuses stack with those provided by other feats, such as Spell Focus.

MORADIN'S SMILE [RACIAL]

Through the favor of Moradin, you are skilled at interacting with others.

Prerequisite: Dwarf.

Benefit: You gain a +2 bonus on all Charisma-based skill checks.

MOUNTAIN WARRIOR [GENERAL]

You are adept at fighting on the uneven ground of mountainous terrain.

Prerequisites: Survival 5 ranks, base attack bonus +3.

Benefit: When you make a melee attack from higher ground than your opponent, you gain a +1 bonus on your damage roll. When you make a ranged attack from higher ground than your target, you gain a +1 bonus on your attack roll.

When an opponent attacks you in melee from higher ground, the opponent does not gain a +1 bonus on its attack roll.

You gain a +2 bonus on all Balance checks made when moving on steep slopes (see page 89 of the *Dungeon Master's Guide*).

Normal: A character who makes melee attacks from higher ground gains a +1 bonus on attack rolls. Ranged attacks made from higher ground do not receive any bonus.

Special: A fighter may select Mountain Warrior as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

NATURAL TRICKSTER [RACIAL]

You have greater natural access to your race's powers of illusion.

Prerequisites: Gnome, Cha 13.

Benefit: You gain the ability to use one of the following spells once per day as a spell-like ability: *disguise self, silent image*, or *ventriloquism*. Caster level 1st; save DC 10 + your Cha modifier + spell level.

Special: This feat can be taken as many as three times. Each time, you select a different spell and gain one daily use of that spell.

PIERCE THE DARKNESS [DIVINE]

You can channel positive energy to temporarily increase the range of your darkvision.

Prerequisites: Ability to turn undead, darkvision.

Benefit: As a standard action, spend one of your turn undead attempts to double the range of your darkvision. This increase lasts for a number of minutes equal to your character level.

PIERCING SIGHT [RACIAL]

Your fundamental familiarity with illusions allows you to better recognize them.

Prerequisite: Gnome.

Benefit: You gain a +4 bonus on saving throws made to disbelieve illusions (any illusion spell or effect with "disbelief" in the saving throw entry).

POWERFUL WILD SHAPE [WILD]

You retain your powerful build while in wild shape form.

Prerequisites: Wild shape, powerful build racial trait.

Benefit: As a standard action, you can spend one of your uses of wild shape to assume a powerfully built version of a creature you can normally wild shape into. While in this form, you retain the benefits of your powerful build racial ability and are considered one size category larger than normal for many effects (see the goliath racial traits on page 56 for details on powerful build).

While using Powerful Wild Shape, you deal damage with your natural attacks as if you were one size category large (see the Improved Natural Attack feat on page 304 of the *Monster Manual*).

RAMPAGING BULL RUSH [GENERAL]

You can use brute force to slam into and knock down your enemies.

Prerequisites: Improved Bull Rush, rage ability, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: While in a rage, you can attempt to knock down any creature that you successfully bull rush (that is, that you push back at least 5 feet with a bull rush attempt). You take a –4 penalty on your Strength check to bull rush the opponent, but if you win, the opponent is knocked prone at the end of the bull rush. Bull rush rules can be found on page 154 of the *Player's Handbook*.

RECKLESS RAGE [GENERAL]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat.

Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional –2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

ROCK HURLING [GENERAL]

You can throw rocks like a giant can.

Prerequisites: Str 19, size Large or larger (goliaths qualify by virtue of their powerful build racial trait).

Benefit: You can hurl rocks weighing 40 to 50 pounds (Small objects) with a range increment of 15 feet. The rocks deal 2d6 points of damage plus your Strength modifier. Rocks have a maximum range of five range increments.

Normal: As an improvised weapon, a 40- to 50-pound rock deals 2d6 points of damage with a range increment of 5 feet, and such a rock can be thrown only as a full-round action. A character without the Rock Hurling feat is considered to be nonproficient, taking a –4 penalty on the attack roll.

ROOTS OF THE MOUNTAIN [DIVINE]

You can channel energy to make yourself immovable.

Prerequisites: Ability to rebuke earth creatures, stability racial trait.

Benefit: As a standard action, spend one of your rebuke earth creatures attempts to root yourself to the spot where you stand. You automatically win an opposed Strength check when an opponent attempts to bull rush or trip you. A creature with the improved grab ability must move into your space to grapple you, since it cannot pull you into its space. If you are grappling, you automatically win an opposed grapple check when an opponent tries to move you. No spell or other effect can force you to

move. If you become frightened or panicked, you experience the full effect of the fear but do not run away. You cannot move, even to make a 5-foot step, while this ability is in effect. This ability lasts for a number of rounds equal to your character level, but you can end it at any time as a free action.

Special: You must be touching the ground to use this feat.

SHIELDED AXE [STYLE]

You have mastered the style of fighting with a dwarven waraxe and a handaxe while keeping a buckler strapped to your off hand, and you have learned to use this unusual combination of weapons and buckler to protect yourself while wielding both axes effectively.

Prerequisites: Proficiency with dwarven waraxe, proficiency with handaxe, Shield Proficiency, Two-Weapon Fighting.

Benefit: When you make a full attack with your dwarven waraxe in your main hand and your handaxe in your off hand, you can still gain the shield bonus for a buckler strapped to your off hand. In addition you do not take the usual –1 penalty to attack rolls when using a buckler.

SHIELDED CASTING [GENERAL]

You are skilled at covering yourself with your shield when casting spells in combat.

Prerequisites: Concentration 5 ranks, Combat Casting, Shield Proficiency.

Benefit: As long as you have a light shield, heavy shield, or tower shield ready, you do not provoke attacks of opportunity for casting spells in combat.

SHIELDED MANIFESTING [GENERAL]

You are skilled at covering yourself with your shield when manifesting psionic powers in combat.

Prerequisites: Concentration 5 ranks, Combat Manifesting, Shield Proficiency.

Benefit: As long as you have a light, heavy, or tower shield ready, you do not provoke attacks of opportunity for manifesting psionic powers in combat.

SILENCING STRIKE [RACIAL]

You can infuse your sneak attacks with the magical essence of silence.

Prerequisites: Whisper gnome, sneak attack ability.

Benefit: You can use one of the daily uses of your *silence* spell-like ability to turn a sneak attack into a silencing strike. You must declare the use of this feat before you make your attack roll. If you hit your target with a melee attack and successfully deal sneak attack damage, a field of supernatural silence also surrounds the target. The effect of this field of silence is identical to that of the spell of the same name, except that there is no saving throw to resist this effect. The silence lasts for a number of rounds equal to your character level.

You can dismiss the field as a standard action.

SPELLRAZOR [STYLE]

You have mastered the style of combining a gnome quickrazor with spellcasting.

Prerequisites: Concentration 5 ranks, Combat Casting, Exotic Weapon Proficiency (gnome quickrazor), Two-Weapon Fighting.

Benefit: As a full-round action, you can cast a melee touch attack spell, attack with the spell, and make an off-hand attack with your gnome quickrazor.

STEADY CONCENTRATION [GENERAL]

You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

STEADY MOUNTAINEER [GENERAL]

You are so good at climbing cliffs and leaping across crevasses that distractions don't affect you.

Prerequisite: Goliath, or Climb 8 ranks and Jump 8 ranks.

Benefit: You can always take 10 on Climb and Jump checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

STONE RAGE [GENERAL]

Your bond with the earth and tough hide makes it easier for you to shrug off blows while you are raging.

Prerequisites: Con 13, Wis 13, Earth Sense, rage ability.

Benefit: As long as you are touching the ground when you begin your rage, you gain a +1 enhancement bonus to natural armor for the duration of the rage.

STONEBACK [GENERAL]

You have studied the techniques of fighting underground, and you can protect yourself from the dangers of multiple attackers whenever you can put your back to a solid wall.

Prerequisites: Shield Proficiency, Tunnel Fighting.

Benefit: If you have a ready shield with which you are proficient and one side of your space is entirely in contact with a solid wall, you cannot be flanked.

Special: A fighter may select Stoneback as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

STONE FORM [WILD]

You can use wild shape to assume a rocklike form.

Prerequisites: Con 13, wild shape ability.

Benefit: As a standard action, you can spend one of your uses of wild shape to assume a stony and rocklike form. While

in this form, you gain a +4 bonus on Fortitude saves against poison. Your natural armor bonus becomes +4 (replacing any natural armor bonus you normally have, though you retain any enhancement bonus to natural armor).

You also gain a slam attack that deals bludgeoning damage equal to a morningstar appropriate to your size (2d6 points for Large characters, 1d8 points for Medium characters, 1d6 points for Small characters).

Normal: Without this feat, a druid can only use wild shape to assume the form of an animal, plant, or elemental.

TITAN FIGHTING [RACIAL]

You have been trained to fight larger creatures, and you are adept at dodging their attacks.

Prerequisites: Dodge, racial dodge bonus to Armor Class against monsters of the giant type.

Benefit: When you designate a creature at least one size category larger than you as the target of your Dodge feat, you apply your racial dodge bonus to Armor Class against monsters of the giant type against attacks from that opponent (regardless of its creature type) instead of the +1 bonus granted by the Dodge feat.

Special: A fighter may select Titan Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

TRIVIAL KNOWLEDGE [RACIAL]

You have the ability to dredge up obscure knowledge in appropriate situations.

Prerequisites: Gnome, Int 13.

Benefit: Whenever you make a Knowledge check or a bardic knowledge check, roll twice and use the better of the two results.

TUNNEL FIGHTING [GENERAL]

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base attack bonus +1.

Benefit: You do not take a penalty on your attack rolls or to Armor Class when squeezing into or through a tight space.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a –4 penalty on attack rolls and a –4 penalty to AC. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces.

Special: A fighter may select Tunnel Fighting as one of his fighter bonus feats (see page 38 of the *Player's Handbook*).

TUNNEL RIDING [GENERAL]

You are particularly adept at maneuvering mounts through tight spaces and underground passages.

Prerequisites: Mounted Combat, Tunnel Fighting.

Benefit: You and your mount do not take penalties on attack rolls or to Armor Class when squeezing into or through tight spaces. You can fight in any space large enough for the mount to squeeze through. See page 148 of the *Player's Handbook* for more information on squeezing through tight spaces. Your having this feat does not allow a mount to squeeze through a space it would not normally be able to pass through.

TURTLE DART [STYLE]

You have mastered the style of fighting with a short sword while wearing extremely heavy armor and carrying a large shield.

Prerequisites: Exotic Armor Proficiency (battle plate or mountain plate), Exotic Shield Proficiency (extreme shield) or Tower Shield Proficiency, Weapon Focus (short sword).

Benefit: To gain the benefit of this feat, you must be wearing exotic heavy armor and carrying an extreme shield or tower shield. When using this style, you do not provoke attacks of opportunity for moving away from any creature that you attack with your short sword in the same round.

RACIAL SUBSTITUTION LEVELS

A fighter is a fighter is a fighter, right? Not if your campaign uses the racial substitution levels presented here, which allow you to flavor your class levels based on your character's race.

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain within the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard level.

To qualify for a racial substitution level, you must be of the proper race. For instance, to select a racial substitution level of dwarf fighter, you must be a dwarf (or be considered a dwarf; see the stoneblessed prestige class in Chapter 5 for an example of what this means).

The three races featured in this book—dwarf, gnome, and goliath—each have racial substitution levels for three classes. Essentially, each set of substitution levels presents a racially flavored variant base class for your game. The DM can add more racial substitution level options (such as for dwarf paladins or gnome barbarians) as he desires, using the ones presented here as guidelines.

For each class with racial substitution levels, you can select each substitution level only at a specified class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class, and you get the substitution level benefits instead. You can't go back and gain the benefits for the level you swapped out—when you take your next level in the standard class, you gain the next higher level as if you had gained the previous level normally. For instance, if you are a 7th-level fighter and take the dwarf fighter substitution level for 8th level, you forever lose the benefits normally provided to a standard 8th-level fighter (gaining instead the racial substitution benefits for an 8th-level dwarf fighter). When you gain another level in fighter, you gain the 9th-level benefits of the standard fighter class.

Unless otherwise noted in the description of a racial substitution level benefit, a character who takes a racial substitution level gains spellcasting ability (increases in spells per day and spells known, if applicable) as if he had taken this level in the standard class.

A character need not take all the substitution levels provided for a class. For instance, a goliath barbarian might decide to take only the racial substitution level at 7th level, ignoring the previous substitution levels.

The description of each substitution level benefit explains what occurs to the standard class ability not gained, if that ability would normally increase at a specific rate (such as the gnome ranger's favored enemy).

When a substitution level changes the base class's Hit Die or class skill list, the change applies only to the specific substitution level, not to any other class levels. A dwarf who takes the dwarf fighter substitution level as a beginning character gains 12 hit points (from the substitution level's d12 Hit Die), and gains an additional 1d12 hit points for each additional dwarf fighter substitution level he takes later in his career, but he gains only the normal d10 Hit Die for all standard fighter levels.

DWARF CLERIC

The dwarf cleric dedicates herself to her clan and the forge. She takes an active role in defending her people, often serving on the front lines of a battle. In exchange for greater martial ability and power when casting spells of the earth, the cleric gives up her ability to turn or rebuke undead and some of her spellcasting prowess.

Hit Die: d10.

Requirements

To take a dwarf cleric substitution level, a character must be a dwarf about to take her 1st, 4th, or 8th level of cleric.

Class Skills

Dwarf cleric substitution levels have the class skills of the standard cleric class plus Knowledge (dungeoneering) (Int).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the dwarf cleric's racial substitution levels.

Smite Giants (Su): A dwarf cleric who takes the 1st-level racial substitution level can attempt to smite a giant with a melee attack, similar to the way a paladin smites an evil creature. She adds her Constitution bonus (if any) to her attack roll and deals an extra 1 point of damage per cleric level. The cleric can use this ability a number of times per day equal to 1 + her Con modifier (minimum once per day). If the cleric accidentally smites a creature that is not a giant, the smite has no effect but still counts as one of the cleric's daily smite attempts.

This substitution benefit replaces the standard cleric's ability to turn or rebuke undead.

Hammer Specialist (Ex): A dwarf cleric's dedication to the forge-god results in exceptional skill with the warhammer. A dwarf cleric who takes the 4th-level racial substitution level gains the Martial Weapon Proficiency (warhammer) feat (if she doesn't already have it). She also gains a +2 bonus on damage rolls when wielding a warhammer in melee.

This racial substitution level is only available to dwarf clerics who follow Moradin (or any other deity whose favored weapon is a warhammer).

This benefit replaces the 2nd-level spell slot gained by a standard cleric at 4th level. From now on, the cleric can prepare one fewer 2nd-level cleric spell than indicated on Table 3–6, page 31 of the *Player's Handbook*.

Earthen Spell Power (Ex): A dwarf cleric who takes the 8th-level racial substitution level draws power from the earth when casting certain spells. When she is in contact with the ground, the cleric's effective caster level when casting spells with the earth descriptor (or any spell from the Earth domain, such as *stoneskin*) increases by one. This increase applies when determining level-dependent spell variables and on caster level checks. This increase stacks with other spell power abilities, such as from the hierophant prestige class.

This benefit replaces the 4th-level spell slot gained by a standard cleric at 8th level. From now on, the cleric can prepare one fewer 4th-level cleric spell than indicated on Table 3–6, page 31 of the *Player's Handbook*.

Table 6–1: Dwarf Cleric Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Smite giants
4th	+3	+4	+1	+4	Hammer specialist
8th	+6/+1	+6	+2	+6	Earthen spell power

DWARF FIGHTER

The prototypical image of dwarfhood is the heavily armored fighter. Many dwarves pursue this class, and most multiclass dwarves have at least a single level of fighter to augment their abilities.

The dwarf fighter gives up versatility to specialize in the arts of war most needed in dwarf communities. He focuses on traditional fighting styles and takes advantage of the dwarf's lack of mobility.

Hit Die: d12.

Requirements

To take a dwarf fighter substitution level, a character must be a dwarf about to take his 1st, 2nd, or 8th level of fighter.

Class Skills

Dwarf fighter substitution levels have the class skills of the standard fighter class plus Knowledge (dungeoneering) (Int).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the dwarf fighter's racial substitution levels.

Axe Focus (Ex): A dwarf fighter who takes the 1st-level racial substitution level focuses his combat talents on axe-fighting. He gains a +1 bonus on attack rolls with the following weapons: battleaxe, dwarven waraxe, greataxe, handaxe, throwing axe, and the axe head of a dwarven urgrosh. (At the DM's option, this bonus might also apply to the new axe-related weapons featured in Chapter 7.)

This bonus does not stack with the bonus from Weapon Focus, but it is treated as the equivalent of Weapon Focus for the purpose of qualifying for feats, prestige classes, and anything else that requires that feat. For example, a dwarf fighter with this ability could take Weapon Specialization (battleaxe) without selecting Weapon Focus (battleaxe) as a separate feat.

This benefit replaces the bonus feat gained by a standard 1st-level fighter.

Racial Foes (Ex): A dwarf fighter who takes the 2nd-level racial substitution level specializes in battling his race's common enemies. He gains a +2 bonus on weapon damage rolls against orcs, goblinoids, and giants.

This benefit replaces the bonus feat gained by a standard 2nd-level fighter.

Heavy Armor Expertise (Ex): A dwarf fighter who takes the 8th-level racial substitution level becomes as one with his heavy armor. When wearing heavy armor, he gains a +1 bonus to his AC.

This benefit replaces the bonus feat gained by a standard 8th-level fighter.

Table 6–2: Dwarf Fighter Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Axe focus
2nd	+2	+3	+0	+0	Racial foes
8th	+8/+3	+6	+2	+2	Heavy armor expertise

DWARF SORCERER

In most dwarf communities, sorcerers are relatively rare. Dwarves don't tend to have the force of personality required for top-notch sorcerers; thus they often prefer wizardry instead. However, a dwarf sorcerer can tap into other reservoirs of power—including the very earth itself—to enhance his arcane aptitude. To do this, he gives up some of his versatility, but the power gained is substantial.

Hit Die: d6.

Requirements

To take a dwarf sorcerer substitution level, a character must be a dwarf about to take his 1st, 5th, or 9th level of sorcerer.

Class Skills

Dwarf sorcerer substitution levels have the class skills of the standard sorcerer class plus Knowledge (dungeoneering) (Int).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the dwarf sorcerer's racial substitution levels.

Arcane Earthbond (Su): A dwarf sorcerer who takes the 1st-level racial substitution level can draw power and support from an arcane bond he forges with the earth. Doing so takes 24 hours and uses up magic materials that cost 100 gp.

The arcane earthbond ability grants a dwarf sorcerer the Alertness feat whenever he is in contact with the ground. He also enjoys damage reduction 1/adamantine when in contact with the ground.

This benefit replaces the standard sorcerer's ability to gain a familiar. If the dwarf gains a familiar from another class (such as wizard), his sorcerer levels don't stack to determine the familiar's abilities.

Power of Stone (Su): A dwarf sorcerer who takes the 5th-level racial substitution level learns to channel his spell power through the earth. As long as both he and his target are touching the ground, the range of any spell he casts that targets or affects that creature or object is increased by 50%, and the save DC for the spell increases by 1. If the spell targets multiple creatures or objects, all the targets must be touching the ground for the sorcerer to gain the benefits of this ability.

This benefit replaces the standard sorcerer's ability to learn a new 2nd-level spell at 5th level. From now on, the dwarf sorcerer's number of 2nd-level spells known is one fewer than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Earth Meditation (Ex): A dwarf sorcerer who takes the 9th-level racial substitution level learns to focus his meditations on the quiet power of the earth beneath him. If the dwarf sorcerer spends his 8 hours of rest and 15 minutes of concentration to prepare spells while in contact with the ground, he can add his Constitution bonus (if any) to his Charisma score to determine his bonus sorcerer spell slots.

This benefit replaces the standard sorcerer's ability to learn a new 4th-level spell at 9th level. From now on, the dwarf sorcerer's number of 4th-level spells known is one fewer than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Table 6–3: Dwarf Sorcerer Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Arcane earthbond
5th	+2	+1	+1	+4	Power of stone
9th	+4	+3	+3	+6	Earth meditation

GNOME BARD

Weavers of illusion and subtle masters of the sentient mind, gnome bards focus their talents toward abilities related to

Table 6–4: Gnome Bard Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Bardic music, bardic knowledge, gnome cantrips, counter fear, *fascinate*, inspire courage +1	Same as bard
3rd	+2	+1	+3	+3	Inspire defiance	Same as bard
6th	+4	+2	+5	+5	Phantasmal song	Same as bard
11th	+8/+3	+3	+7	+7	Secrets of bardic trickery	Same as bard

their racial strengths. Their magic includes access to more illusions than other bards can master, and their bardic music is able to inspire or negate fear, as well as bolster allies' minds against outside influence.

Hit Die: d6.

Requirements

To take a gnome bard substitution level, a character must be a gnome about to take his 1st, 3rd, 6th, or 11th level of bard.

Class Skills

Gnome bard substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the gnome bard's racial substitution levels.

Gnome Cantrips: A gnome bard who takes the 1st-level racial substitution level adds the following 0-level spells to his bard spells known: *dancing lights*, *ghost sound*, and *prestidigitation*.

This benefit replaces two of the cantrips a bard normally knows at 1st level. Thus, a 1st-level gnome bard with this substitution level knows two cantrips of his choice plus the three mentioned here.

Counter Fear (Su): A gnome bard who takes the 1st-level racial substitution level and has 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that cause fear. In each round when the bard uses his counter fear ability, he makes a Perform check. Any ally within 30 feet of the bard (including the bard himself) that is affected by a fear effect can use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the counter fear effect is already under the influence of a fear effect, it gains another saving throw against the effect each round it hears the bard perform, but it must use the bard's Perform check result for the save. Counter fear has no effect against effects that don't allow saves. The bard can keep up the counter fear ability for 10 rounds.

This substitution feature replaces the base bard's countersong bardic music ability.

Inspire Defiance (Su): A gnome bard who takes the 3rd-level racial substitution level and has 6 or more ranks in a Perform skill can use his music or poetics to help his allies (including himself) resist outside control and discern truth from illusion. To be affected, an ally must be within 30 feet and able to hear the bard perform. The effect lasts for as long as the ally hears the bard perform and for 5 rounds thereafter. An affected ally receives a +2 circumstance bonus on saving throws against illusions and mind-affecting spells and effects.

This benefit replaces the standard bard's inspire competence bardic music ability.

Phantasmal Song (Su): A gnome bard who takes the 6th-level racial substitution level and has 9 or more ranks in a Perform skill can use music or poetics to create an eerie melody with phantasmal echoes in the minds of those who hear it. While the music itself is unsettling, the phantasmal component is downright terrifying, with effects that build as the bard continues to play. Enemy creatures within 30 feet of the bard who can hear the music become shaken (Will negates; DC 10 + 1/2 bard's level + bard's Cha modifier). Any creature affected by phantasmal song (that is, who failed the initial Will save) that remains within range and hears the song for at least 3 consecutive rounds becomes frightened instead of shaken. The effect lasts as long as the bard performs and for 1 round after he stops, or until the affected creature moves more than 30 feet from the gnome bard.

The effects of multiple phantasmal songs do not stack with one another. Thus, a creature within the area of two phantasmal songs must save against both, but can still only become shaken on the first round even if it fails both saves. However, a phantasmal song's effect can stack with other fear effects (such as from the *cause fear* spell). See page 294 of the *Dungeon Master's Guide* for more information on fear effects. Phantasmal song is an illusion (phantasm), mind-affecting fear effect.

This benefit replaces the standard bard's *suggestion* bardic music ability.

Secrets of Bardic Trickery: A gnome bard who takes the 11th-level racial substitution level adds the following spells to his spells known: 1st—*color spray*; 2nd—*touch of idiocy*; 4th—*phantasmal killer*.

This benefit replaces the standard bard's ability to learn a new 4th-level spell at 11th level and his ability to exchange a spell he knows for a new spell of the same level. From now on, the gnome bard's number of 4th-level spells known is one fewer than the value shown on Table 3–5, page 28 of the *Player's Handbook*.

GNOME ILLUSIONIST

Gnomes are inherently drawn to the magic of illusion, and most gnome wizards choose to specialize in that school. As

Table 6–5: Gnome Illusionist Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Gnome illusion spells	Same as illusionist
5th	+2	+1	+1	+4	Extended illusions	Same as illusionist
10th	+5	+3	+3	+7	Insidious illusions	Same as illusionist

a gnome illusionist advances in level, her intimate familiarity with illusions allows her to cast certain illusion spells more easily than other wizards, to cast illusions that last longer than normal, and to make her spells harder to detect and dispel. These abilities make gnome illusionists the subtlest of all their kind and—some would argue—the most effective.

Hit Die: d4.

Requirements

To take a gnome illusionist substitution level, a character must be a gnome about to take her 1st, 5th, or 10th level of illusionist.

Class Skills

Gnome illusionist substitution levels have the class skills of the standard wizard class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the gnome illusionist's racial substitution levels.

Gnome Illusion Spells: A gnome illusionist who takes the 1st-level racial substitution level uses her wizard level as the caster level for her racial spell-like abilities. In addition, she can prepare and cast the following illusion spells at the indicated spell level, rather than at their normal spell level:

0 level: *silent image, ventriloquism*
1st level: *Leomund's trap, minor image*
2nd level: *illusory script, major image*
3rd level: *illusory wall*
4th level: *persistent image*
5th level: *programmed image*

In exchange for this benefit, a gnome illusionist must choose one of the following schools of magic from which she can cast spells (in other words, one that she has not given up access to as the price for specializing in illusion): evocation, transmutation, or conjuration. The gnome illusionist's effective caster level for spells of this school is equal to her actual caster level minus one. At 1st level, she cannot cast any spells from the selected school.

Extended Illusions (Su): A gnome illusionist who takes the 5th-level racial substitution level gains the ability to create illusions that last longer than normal. When she casts any illusion spell that has a duration other than instantaneous, the duration of the spell is doubled. A spell with a duration of concentration lasts for the duration of the illusionist's concentration plus 1d4 rounds. A spell with a duration of concentration plus a certain increment of time lasts for the duration of the illusionist's concentration plus double that increment of time. Thus, a *mirror image* spell cast by a 10th-level gnome illusionist lasts for 20 minutes, a *silent image* spell lasts for the duration of the caster's concentration plus 1d4 rounds, a *minor image* spell lasts for the duration of the caster's concentration plus 4 rounds, and a *mirage arcana* lasts for the duration of her concentration plus 20 hours.

This benefit replaces the bonus feat gained by a standard wizard at 5th level, as well as the two spells a standard 5th-level wizard learns for free.

Insidious Illusions (Su): A gnome illusionist who takes the 10th-level racial substitution level can cast illusion spells that are harder for other creatures to detect or pierce. When any creature employs a divination spell, spell-like ability, or magic item (such as *detect magic* or *true seeing*) that would detect or pierce an illusion spell cast by the gnome illusionist, that creature must make a caster level check (DC 11 + the gnome illusionist's caster level) to successfully detect or pierce the illusion. The detecting creature can check only once for each divination spell or effect used, no matter how many of the gnome illusionist's illusion spells are operating in an area.

This benefit replaces the bonus feat gained by a standard wizard at 10th level, as well as the two spells a standard 10th-level wizard learns for free.

Gnome Ranger

Hampered to some extent by her size, the gnome ranger learns to play off her other strengths. By embracing her connection to burrowing animals, the gnome ranger can attract an animal companion that can support her in combat. Against her favored enemies, she favors tactics of stealth more than interaction, and she truly shines when she chooses the traditional foes of her race as favored enemies. Her magic likewise draws on her racial abilities, allowing her to cast illusions unavailable to most rangers. The combination of these abilities makes the gnome ranger a fearsome ambusher who fights with the ferocity of the badger.

Hit Die: d8.

Table 6–6: Gnome Ranger Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+0	Gnome favored enemy, Track, wild empathy	Same as ranger
4th	+4	+4	+4	+1	Burrowing animal companion	Same as ranger
8th	+8/+3	+6	+6	+2	Gnome ranger spells	Same as ranger

Requirements

To take a gnome ranger substitution level, a character must be a gnome about to take her 1st, 4th, or 8th level of ranger.

Class Skills

Gnome ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the gnome ranger's racial substitution levels.

Gnome Favored Enemy (Ex): A gnome ranger who takes the 1st-level racial substitution level may select a type of creature from among those given on Table 3–14: Ranger Favored Enemies, page 47 of the *Player's Handbook*. Due to her extensive study of her chosen type of foe and training in the proper techniques for combating such creatures, she gains a +2 bonus on Hide, Listen, Move Silently, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures. If the gnome ranger chooses humanoid (goblinoid), humanoid (reptilian), or giant as her favored enemy, both bonuses rise to +3.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. For example a 5th-level gnome ranger has two favored enemies; against one she gains a +4 bonus on Hide, Listen, Move Silently, Spot, and Survival checks and weapon damage rolls, and against the other she has a +2 bonus. At 10th level, she has three favored enemies, and she gains an additional +2 bonus, which she can allocate to the bonus against any one of her three favored enemies. Thus her bonuses could be either +4, +4, +2 or +6, +2, +2. If the gnome ranger selected humanoid (goblinoid), humanoid (reptilian), or giant as one of her favored enemies, the bonus on Hide, Listen, Move Silently, Spot, and Survival checks and weapon damage rolls increases by 3 instead of 2.

If the ranger chooses humanoids or outsiders as a favored enemy, she must also choose an associated subtype, as indicated on the table on page 47 of the *Player's Handbook*. If a specific creature falls into more than one category of favored enemy (for instance, devils are both evil outsiders and lawful outsiders), the ranger's bonuses do not stack; she simply uses whichever bonus is higher. See the *Monster Manual* for more information on types of creatures.

This benefit replaces the standard ranger's 1st-level favored enemy class feature.

Burrowing Animal Companion (Ex): If a gnome ranger takes the 4th-level racial substitution level and chooses a badger, dire badger, or wolverine as her animal companion (or any other mammalian animal with a burrowing speed), her effective druid level equals 1/2 her ranger level +3, instead of 1/2 her ranger level. (If she chooses a dire badger or a wolverine, her effective druid level is still reduced by 3, per the Alternate Animal Companions table on page 36 of the *Player's Handbook*.) In addition, she can use her racial *speak with animals* ability to speak with her animal companion at will.

This benefit replaces the standard ranger's ability to share spells with her animal companion.

Gnome Ranger Spells: A gnome ranger who takes the 8th-level racial substitution level adds *blur, invisibility,* and *misdirection* to the list of 2nd-level ranger spells she can prepare and cast. These spells replace *barkskin, snare,* and *wind wall* on the ranger spell list.

Although she cannot cast them yet, she also adds *greater invisibility* and *phantasmal killer* to her list of 4th-level ranger spells. These spells replace *commune with nature* and *tree stride* on the ranger spell list.

GOLIATH BARBARIAN

The wild, tribal lifestyle of the goliath lends itself naturally to life as a barbarian. Some goliath barbarians tap into the race's natural connection to the power of the mountains to gain increased strength and durability, but at the cost of some of the barbarian's traditional agility.

The goliath barbarian can choose three racial substitution levels: one at 1st level, one at 5th level, and the last at 7th level.

Hit Die: d12.

Requirements

To take a goliath barbarian substitution level, a character must be a goliath about to take his 1st, 5th, or 7th level of barbarian.

Class Skills

Goliath barbarian substitution levels have the class skills of the standard barbarian class plus Knowledge (nature) (Int).

Skill Points at Each Level: 4 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the goliath barbarian's racial substitution levels.

Mountain Rage (Ex): A goliath barbarian who takes the 1st-level racial substitution level can tap into the mountain's strength to increase his size and power during a rage. When he rages, his size category increases to Large. (Although his size category increases by one step, the goliath barbarian's height only increases by a foot or so and his mass only increases by about 30–40%, so his equipment still fits normally.) This change increases the barbarian's space and reach to 10 feet and applies a –1 penalty on attack rolls and to AC. However, he does not gain additional benefits on weapon size and grapple checks, since he already has them from his powerful build ability.

The goliath barbarian also gains an additional +2 bonus to his Strength when he enters his mountain rage.

Mountain rage replaces the standard barbarian's rage ability, and when a barbarian would normally gain extra uses of the rage ability per day, he instead gains extra uses of the mountain rage ability. However, the barbarian gains these benefits in addition to the normal benefits and penalties of his rage (+4 Strength, +4 Constitution, +2 on Will saves, and –2 to AC). The barbarian is also still fatigued for the duration of the encounter when his rage ends. If the goliath barbarian's rage bonuses improve from other effects (such as greater rage), the extra Strength bonus from mountain rage stacks.

Fortification (Ex): A goliath barbarian who takes the 5th-level racial substitution level develops a tough hide that allows him extra protection against potentially devastating attacks. When a critical hit or sneak attack is scored on a goliath barbarian with this substitution benefit, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

This benefit replaces the standard barbarian's improved uncanny dodge ability.

Skin of Stone (Ex): A goliath barbartian who takes the 7th-level racial substitution level gains the ability to shrug off some amount of injury from most attacks. He gains damage reduction 2/adamantine. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction increases by 2 points.

This benefit replaces the standard barbarian's 7th-level damage reduction ability, as well as the damage reduction gained at higher levels.

Table 6–7: Goliath Barbarian Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Mountain rage 1/day
5th	+5	+4	+1	+1	Fortification
7th	+7/+2	+5	+2	+2	Skin of stone

GOLIATH DRUID

The goliath race venerates nature in its various forms, and druids are the most prominent spellcasters, divine or otherwise, among goliath tribes. Goliath druids forge particularly strong bonds with the earth and stone of their environment, granting them and their animal companions unusual powers related to elemental earth.

Hit Die: d8.

Requirements

To take a goliath druid substitution level, a character must be a goliath about to take her 1st, 6th, or 12th level of druid.

Class Skills

Goliath druid substitution levels have the class skills of the standard druid class.

Skill Points at Each Level: 4 + Int modifier (or four times this quantity as a beginning character).

Class Features

All the following are features of the goliath druid's racial substitution levels.

Elemental Bond (Ex): A goliath druid who takes the 1st-level racial substitution level forges a bond with the Elemental Plane of Earth, allowing her to summon more or more powerful earth creatures than normal. When casting a *summon nature's ally* spell to summon a creature with the earth subtype, the goliath druid may treat the spell as if it were the next-higher-level version of that spell. This benefit allows her to summon a single more powerful creature than she might otherwise be able to summon, or more of the same type of creature that she could normally summon.

For example, a goliath druid who casts *summon nature's ally I* could summon a single Small earth elemental (as if she had cast *summon nature's ally II*). When casting *summon nature's ally V*, the druid could summon one Huge earth elemental, one average xorn, 1d3 Large earth elementals, or 1d4+1 Medium earth elementals or minor xorns (as if she had cast *summon monster VI*). A goliath druid with this ability who casts *summon nature's ally IX* can summon two elder earth elementals (instead of one).

A goliath druid who selects this substitution level permanently gives up her ability to summon creatures that have the air, fire, or water subtype.

Earth Companion (Ex): A goliath druid who takes the 6th-level racial substitution level can imbue her animal

Table 6–8: Goliath Druid Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Animal companion, elemental bond, nature sense, wild empathy	same as druid
6th	+4	+5	+2	+5	Earth companion, wild shape 2/day	same as druid
12th	+9/+4	+8	+4	+8	Wild shape (earth)	same as druid

Illus. by S. Roller

companion with the power of elemental earth. The animal companion's Strength increases by 2, and its Dexterity is reduced by 2. Its natural armor bonus increases by 3. It gains a burrow speed of 10 feet (or, if it has a burrow speed, that speed increases by 10 feet). The companion gains the earth mastery extraordinary ability (+1 bonus on attack rolls and damage rolls if both it and its foe touch the ground; if an opponent is airborne or waterborne, the earth companion takes a –4 penalty on attack rolls and damage rolls). It also gains damage reduction 5/magic as an extraordinary ability.

The companion's type doesn't change, but it gains the earth subtype.

If a goliath druid replaces her animal companion with a new one, she can apply this effect to the new companion, but only if the reduction in her effective druid level reduction would not make the new companion unavailable to her. The previous companion loses the special abilities when it leaves the druid.

For the purpose of determining her animal companion's bonus Hit Dice, special abilities, and so on, the effective level of the goliath druid who selects this substitution level is reduced by three, per the Alternate Animal Companions table on page 36 of the *Player's Handbook*.

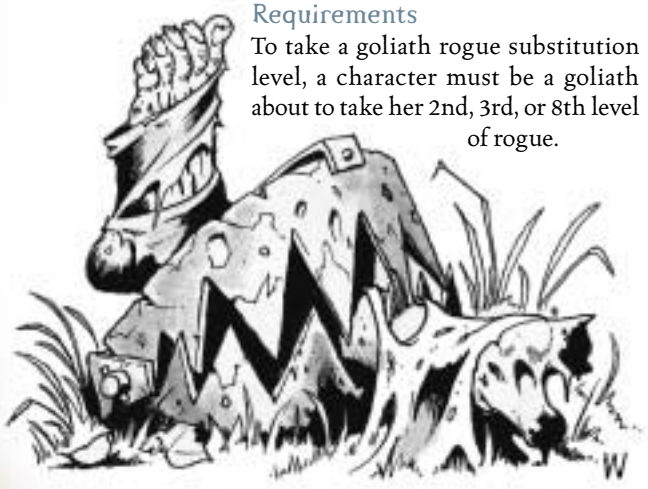
Wild Shape (Earth) (Su): A goliath druid who takes the 12th-level racial substitution level can use her wild shape ability to change into an earth elemental with the same size restriction as for animal forms. The druid's maximum HD limit when taking earth elemental form (either with this ability or with her wild shape [elemental] ability gained at 16th level) is equal to her druid level +1.

This benefit replaces the standard druid's 12th-level wild shape (plant) ability.

GOLIATH ROGUE

Although the ponderous goliath might seem ill suited to the stealthy life of a rogue, tribes rely on rogue scouts to help them survive in their hostile environments. Goliath rogues embrace their people's toughness and durability in exchange for some of the rogue's traditional agility.

Hit Die: d8.



Illus. by W. Reynolds

Requirements

To take a goliath rogue substitution level, a character must be a goliath about to take her 2nd, 3rd, or 8th level of rogue.

Class Skills

Goliath rogue substitution levels have the class skills of the standard rogue class plus Survival (Wis).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are features of the goliath rogue's racial substitution levels.

Mettle of Mountains (Ex): A goliath rogue who takes the 2nd-level racial substitution level has durability that allows her to shrug off magical effects that would otherwise harm her. She gains a +4 bonus on her Fortitude saves.

If the goliath rogue makes a successful Fortitude saving throw that would normally reduce a spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Fortitude partial," "Fortitude half," or similar entries can be negated through this ability.

If the goliath rogue later gains improved evasion as a rogue special ability, her mettle of mountains ability improves instead. Now, while she still suffers no effect on a successful Fortitude saving throw against a spell or ability as described above, a failed Fortitude save results in the effect that a successful Fortitude save would normally bring about. For instance, a goliath rogue would take no damage from a *disintegrate* spell if she succeeded on her Fortitude save, and would only take 5d6 points of damage if she failed the save.

This benefit replaces the standard rogue's 2nd-level evasion ability.

Wild Sense (Ex): A goliath rogue who takes the 3rd-level racial substitution level becomes more in tune with her natural surroundings. She gains a +1 bonus on Knowledge (nature) checks and Survival checks in aboveground natural environments. This bonus increases to +2 when the goliath rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th level, and to +6 at 18th level.

This benefit replaces the standard rogue's 3rd-level trap sense ability, as well as the higher-level improvements of the ability.

Fortification (Ex): A goliath rogue who takes the 8th-level racial substitution level develops a tough hide that allows her extra protection against potentially devastating attacks. When a critical hit or sneak attack is scored on a goliath rogue with this substitution benefit, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

This benefit replaces the standard rogue's 8th-level improved uncanny dodge ability.

Table 6–9: Goliath Rogue Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+1	+0	+3	+0	Mettle of mountains
3rd	+2	+1	+3	+1	Sneak attack +2d6, wild sense +1
8th	+6/+1	+2	+6	+2	Fortification

Illus. by C. Lukacs

The races featured in this book—dwarves, gnomes, and goliaths—have their own unique approaches to weapons, armor, equipment, and magic. This chapter examines a wide range of these options, from dwarvencraft weapons to exotic armors, from alchemical items to ancestor weapons, and from rune circles to new spells and psionic powers.

EQUIPMENT

Dwarves and gnomes are widely respected artisans. While dwarves are particularly well known for their skill with weapons, armor, and all things crafted of metal and stone, gnomes are known for highly decorative work and their skill with alchemy. Goliaths are not accomplished smiths and alchemists as are the other races of stone, but they too can craft items of decorative beauty and functionality. Members of all three races have designed weapons and armor, as well as common and alchemical items, specialized to suit their needs. While gnomes might be the most inventive of the three races, all of the races of stone have crafted goods that can be particularly useful to adventurers.

WEAPONS

The various weapons listed on Table 6–1: Exotic Weapons are described below (in alphabetical order), along with any special options available to the wielder.

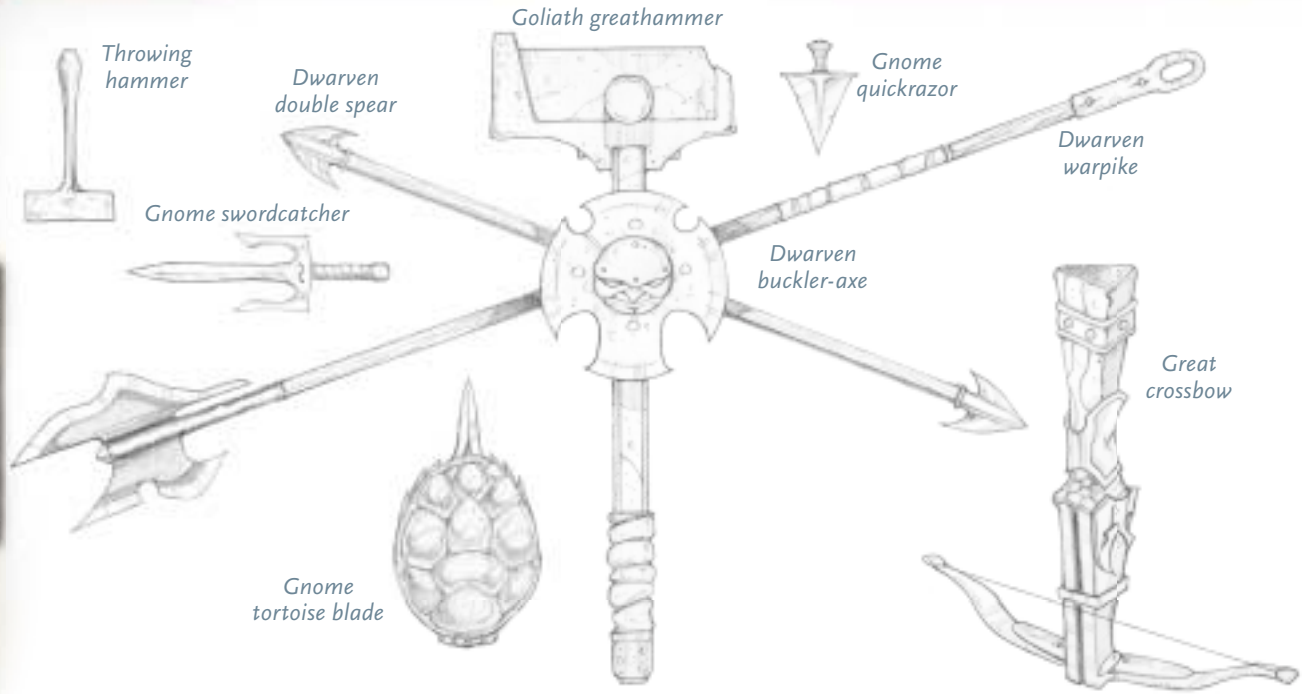
Buckler-Axe, Dwarven: At first glance, a dwarven buckler-axe appears similar to a standard buckler, but this weapon has enlarged bladelike edges at its top and bottom, allowing the wielder to swing it like an axe. Thus, in addition to its obvious protective qualities, it proves a capable off-hand weapon or emergency weapon when disarmed.

A dwarven buckler-axe grants its wielder a +1 shield bonus to Armor Class. As with any shield, when you attack with a dwarven buckler-axe, you do not get the shield bonus to your AC.

A buckler-axe also provides a –1 armor check penalty and a 5% arcane spell failure chance. Like a spiked shield, a buckler-axe can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

Crossbow, Great: You draw a great crossbow back by turning a small winch. Loading a great crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a great crossbow requires two hands. However, you can shoot, but not load,



Illus. by S. Roller

a great crossbow with one hand at a –4 penalty on attack rolls. You can shoot a great crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons (see Table 8–10, page 160 of the *Player's Handbook*). These penalties are cumulative with the penalty for firing the crossbow one-handed.

Greathammer, Goliath: This big, heavy hammer is a favorite of goliath barbarians and warriors. The incredibly heavy head of the hammer allows it to make particularly devastating strikes against weapons and shields, granting the wielder a +2 bonus on opposed attack rolls to sunder an enemy's weapon or shield.

Hammer, Throwing: Essentially a light hammer that has been carefully balanced for throwing, the throwing hammer is a favorite weapon of dwarf rangers.

Quickrazor, Gnome: The gnome quickrazor is a fast, flashy weapon favored by gnome bards, because it allows them to hold an instrument, attack with a weapon, and still keep one hand free for spellcasting. In addition, many two-weapon-wielding spellcasters find it a perfect off-hand weapon because it allows them to keep their primary weapon in hand and still cast spells with their off hand.

The quickrazor features a light, wide knife blade with a very small hilt. The weapon is worn tied to the wielder's wrist in a specially designed sheath. When you attack with a quickrazor, you flick it out in a quick, slashing circle, catching the hilt in your hand at the end of the arc and then snapping it back into its rest.

Because of this flicking technique, drawing a quickrazor is always a free action, but at the end of your action, you must stow the quickrazor in order to use it properly again on your next turn. Stowing the weapon after attacking with it in this fashion is a free action. Because you must stow the quickrazor at the end of each attack with it, you are treated as unarmed during other creatures' actions.

If you draw a quickrazor and simply wield it instead of using its intended attack method, it counts as an improvised weapon, imposing a –2 penalty on attack rolls even if you have the appropriate Exotic Weapon Proficiency feat.

Quickrazors are easier to conceal than most weapons, and they grant a +4 bonus on Sleight of Hand checks to conceal them. Quickrazors grant a +2 bonus on Bluff checks made to feint in combat.

Attaching a quickrazor and sheath to your wrist so that it can be wielded properly is a full-round action that provokes attacks of opportunity. A character can have only one quickrazor attached to each wrist at a time.

Spear, Dwarven Double: A dwarven double spear is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160 of the *Player's Handbook*). A creature wielding a dwarven double spear in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The weapon looks much like a standard spear, although the shaft is a bit thicker. The spearpoint is also longer and heavier, sharpened on the sides as well as the tip to allow for either slashing or piercing attacks. In addition, a second identical spear point is fastened to the butt of the spear, making the weapon doubly dangerous.

The tougher pointed ends on the blade allow the wielder to set the weapon against a charge. If you use a ready action to set a dwarven double spear against a charge, you deal double damage on a successful hit against a charging character.

Table 7–1: Exotic Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons								
Buckler-axe, dwarven	20 gp	1d4	1d6	1d8	×3	—	4 lb.	Slashing
Hammer, throwing	30 gp	1d4	1d6	1d8	×2	20 ft.	2 lb.	Bludgeoning
Tortoise blade, gnome	10 gp	1d4	1d6	1d8	19–20/×2	—	3 lb.	Piercing
Quickrazor, gnome	45 gp	1d3	1d4	1d6	19–20/×2	—	1 lb.	Slashing
One-Handed Melee Weapons								
Swordcatcher, gnome	35 gp	1d4	1d6	1d8	19–20/×2	—	5 lb.	Slashing
Two-Handed Melee Weapons								
Greathammer, goliath	30 gp	1d10	1d12	3d6	×4	—	30 lb.	Bludgeoning
Spear, dwarven double	115 gp	1d6/1d6	1d8/1d8	2d6/2d6	×3	—	15 lb.	Slashing or piercing
Warpike, dwarven[2]	45 gp	1d8	2d6	3d6	×3	—	15 lb.	Slashing or piercing
Ranged Weapons								
Crossbow, great	150 gp	2d6	2d8	3d8	18–20/×2	120 ft.	14 lb.	Piercing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Reach weapon.

Swordcatcher, Gnome: This short, heavy sword resembles a broad-bladed short sword with two heavy prongs extending up from the hilt. These prongs are designed to help catch and disarm opponents' weapons. When using a gnome swordcatcher, you gain a +4 bonus on attack rolls made to disarm an opponent (including the roll to avoid being disarmed yourself if such an attempt fails).

Tortoise Blade, Gnome: This contraption is designed to be used by a gnome in his or her off hand. It is particularly useful in cramped tunnels or warrens where swinging a weapon is difficult or impossible. It looks like a turtle shell strapped to the wielder's wrist, with a daggerlike blade jutting out where the wielder's fingers should be.

A tortoise blade grants a +1 shield bonus to Armor Class. As with any shield, when you attack with a tortoise blade, you do not get the shield bonus to your AC.

A tortoise blade also provides a –1 armor check penalty and a 5% arcane spell failure chance. Like a spiked shield, a tortoise blade can be enhanced as a weapon, as a shield, or both, but such enhancements must be paid for and applied separately.

Warpike, Dwarven: The dwarven warpike resembles a halberd with a greatly elongated shaft, to the end of which a counterweight has been added. A dwarven warpike has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Normally, you strike with a dwarven warpike's axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a dwarven warpike to make trip attacks. If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped.

ARMOR AND SHIELDS

The various armors, shields, and extras listed on Table 7–2: Armor and Shields are described below (in alphabetical order) along with any special benefits they confer on the wearer.

Battle Cloak, Gnome: This exotic shield is not a shield in the typical sense, but rather a special cloak that can be used to foil an opponent's attacks. Since the cloak is not really a shield, it confers no shield bonus to wearers who do not have the appropriate exotic shield proficiency.

You cannot use a battle cloak to make a shield bash attack, but a proficient user can use it to make a disarm attempt. When using a gnome battle cloak, you gain a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

When used in combat, a gnome battlecloak occupies a hand just as a light shield does, allowing you to carry other items in that hand but not wield a weapon with it. Gnome battlecloaks are retrieved and readied just like other shields.

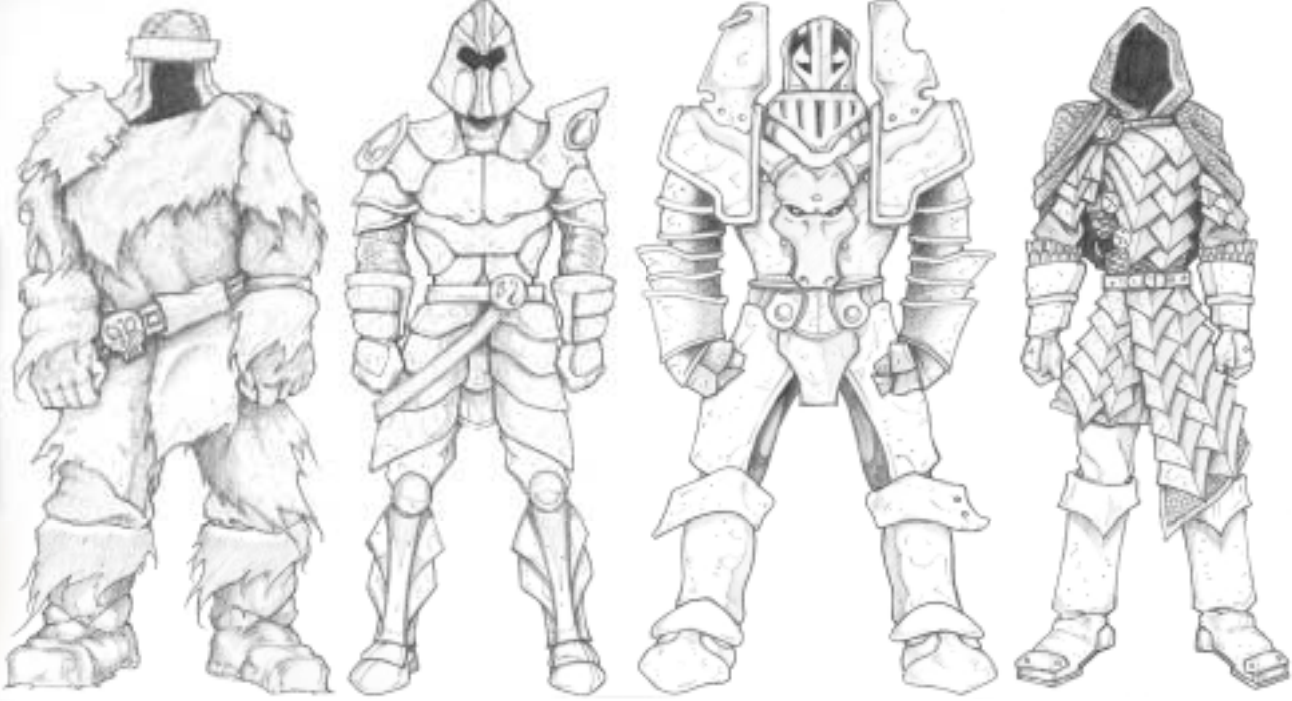
Battle Plate: This exotic heavy armor consists of reinforced metal plates, a layer of padding worn under the armor, and a suit of light chain worn between the two. The armor includes gauntlets, metal-shod boots, a heavy helm, and carefully wrought joint guards. As with full plate, buckles and straps distribute the weight over the wearer's body, so battle plate hampers movement less than heavy plate even though heavy plate is lighter.

Battle plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Fast-Donning Straps: Armor with fast-donning straps has been fitted with a simpler system of straps and buckles, making it much easier to don hastily. Whenever you don fast-donning armor hastily, you do not incur the normal increase in armor check penalty (although the armor's armor bonus to AC is still 1 point less than normal).

Heavy Plate Armor: Forged for the strongest of warriors, heavy plate armor is simply a heavily reinforced suit of full plate armor.

Interlocking Plate: This specially crafted suit of exotic armor consists of a suit of chainmail with metal plates covering vital areas. The plates are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still. If you move no farther than 5 feet on your turn while wearing interlocking plate,



Mammoth leather *Interlocking plate* *Mountain plate* *Interlocking scale*

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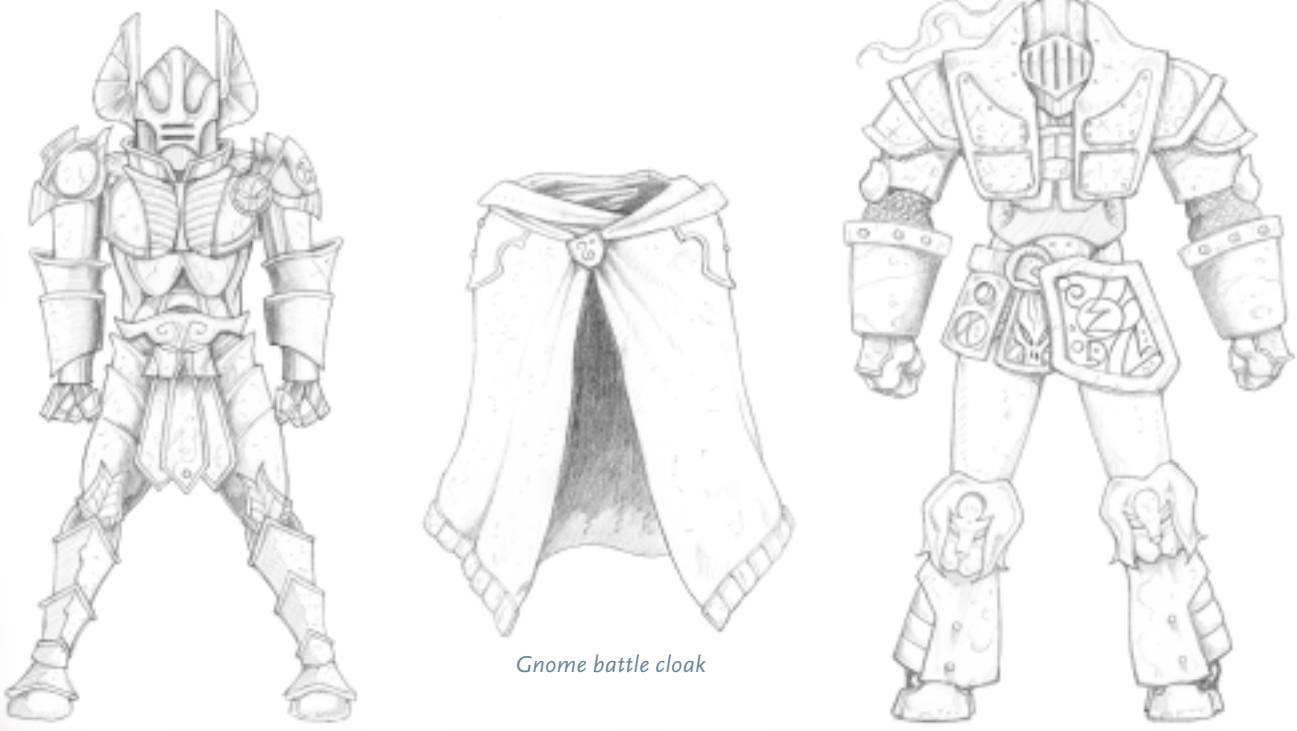
you gain an additional +2 armor bonus to your Armor Class until the beginning of your next turn. This special armor bonus stacks with the armor bonus from the suit of interlocking plate (but not with armor bonuses from other sources).

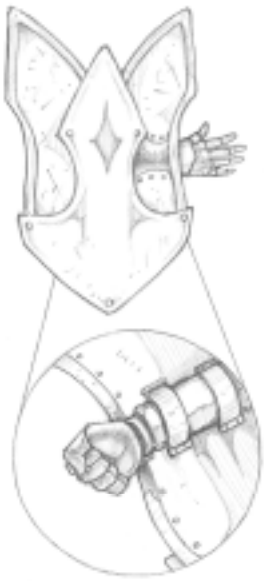
Interlocking plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Interlocking Scale: This heavy suit of exotic armor includes a long coat and leggings made of leather covered with overlapping pieces of metal. The scales are cunningly wrought, so that they lock together to offer greater protection when the wearer is relatively still. If you move no farther than 5 feet on your turn while wearing interlocking scale, you gain an additional +2 armor bonus to your



Heavy plate *Gnome battle cloak* *Battle plate*

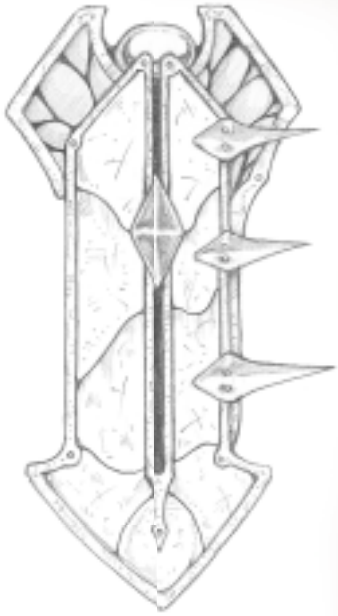
Shield gauntlet



Steel extreme shield

Rider's shield

Steel tower shield



Armor Class until the beginning of your next turn. This special armor bonus stacks with the armor bonus from the suit of interlocking scale (but not with armor bonuses from other sources).

Interlocking scale is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Mammoth Leather: Perfected by goliath shamans, this thick, exotic leather armor is made from mammoth hide. Because of the leather's thickness, the armor is extremely confining for those who do not have the appropriate Exotic Armor Proficiency feat. Wearing mammoth leather does not violate a druid's spiritual oath.

Mountain Plate: Made of thick metal plates bolted and fused together, this exotic heavy armor is incredibly massive. The suit includes plated gauntlets, metal-shod boots, a heavy helm, and reinforced joint guards.

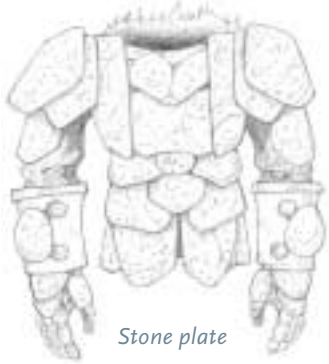
A character wearing mountain plate cannot run. When wearing mountain plate, a dwarf's speed is reduced as if he were not a dwarf (just as heavy armor would typically reduce the speed of a human or any other character who is not a dwarf).

Mountain plate is dwarven armor, so a character with the Dwarven Armor Proficiency feat is considered proficient in its use.

Mountain plate constructed of any material that would reduce its armor category from heavy to medium (such as mithral) gains all the benefits of the material except the armor category reduction. For example, mithral mountain plate would be heavy armor with a maximum Dexterity bonus of +2, an armor check penalty of –6, and an arcane spell failure chance of 50%. The wearer's speed remains as given for normal mountain plate.

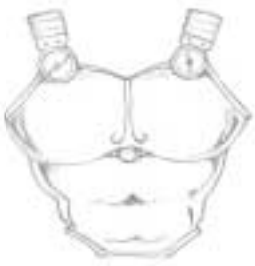
Riding Straps: Armor equipped with riding straps is specially fitted to allow the wearer maximum maneuverability while riding. Armor with the straps affixed grants a +1 circumstance bonus on Ride checks. This bonus stacks with the bonus a military saddle provides on Ride checks made to stay in the saddle.

Shield, Extreme, Wooden or Steel: You strap a large or larger shield to your forearm and grip it with your hand. These exotic shields are so heavy that you can't use your shield hand for anything else while using one, nor can you make shield bash attacks.



Stone plate

Shield sheath



Tumbler's breastplate

Gnome twist cloth

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Table 7–2: Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Heavy armor								
Stone plate	750 gp	+6	+1	–7	30%	20 ft.[2]	15 ft.[2]	35 lb.
Heavy plate	2,000 gp	+9	+0	–8	45%	20 ft.[2]	15 ft.[2]	100 lb.
Shields								
Shield, tower, steel	75 gp	+4	+2	–10	50%	—	—	100 lb.
Extras								
Fast-donning straps	+150 gp	—	—	—	—	—	—	—
Riding straps	+200 gp	—	—	—	—	—	—	—
Shield sheath	+25 gp	—	—	—	—	—	—	—
Signature crest	+50 gp	—	—	—	—	—	—	—

Exotic Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed (30 ft.)	Speed (20 ft.)	Weight[1]
Light armor								
Twist cloth, gnome	150 gp	+1	—	0	5%	30 ft.	20 ft.	5 lb.
Mammoth leather	45 gp	+4	+4	–4	20%	30 ft.	20 ft.	30 lb.
Medium armor								
Interlocking scale	250 gp	+4	+2	–6	30%	20 ft.	15 ft.	30 lb.
Tumbler's breastplate	450 gp	+5	+4	–4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Interlocking plate	1,750 gp	+8	+0	–8	40%	20 ft.[2]	15 ft.[2]	50 lb.
Battle plate	2,500 gp	+9	+1	–7	50%	20 ft.[2]	15 ft.[2]	125 lb.
Mountain plate	3,250 gp	+10	+0	–9	60%	15 ft.[3]	10 ft.[3]	225 lb.
Shields								
Battle cloak, gnome	5 gp	+1	—	0	0%	—	—	1 lb.
Shield, extreme wooden	10 gp	+3	—	–4	15%	—	—	15 lb.
Shield, extreme steel	30 gp	+3	—	–4	15%	—	—	25 lb.
Shield, gauntlet	50 gp	+2	—	–2	35%	—	—	20 lb.
Shield, rider's	75 gp	+2	—	–2	15%	—	—	15 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large creatures weighs twice as much.
2 When running in heavy armor, you move only triple your speed, not quadruple.
3 You cannot run in mountain plate.

Wooden or Steel: Wooden and steel shields offer the same basic protection, but they respond differently to special attacks (such as *warp wood* and *heat metal*). You need only take the Exotic Shield Proficiency (extreme shield) feat once to use both the wooden and steel versions proficiently.

Shield, Gauntlet: A favorite of divine spellcasters, this exotic shield is a heavy steel shield built with a special bracing gauntlet. The special gauntlet allows you to carry other items in your shield hand (such as material spell components), although you cannot use weapons with it. The shield hand is likewise free to perform somatic spell components.

Shield, Rider's: This high-quality exotic heavy wooden shield is longer and heavier than other heavy shields. If you have the Exotic Shield Proficiency (rider's shield) feat and use a rider's shield, you and your mount both gain the benefit of the shield's AC bonus.

Shield Sheath: This small sheath fits on the inside of a shield (but not a buckler) and holds one light weapon (of your size category or smaller). As long as you have the shield ready, drawing the weapon in the shield sheath is a free action. No shield can have more than one shield sheath attached to it.

Shield, Tower, Steel: This shield is identical to the tower shield described on page 125 of the *Player's Handbook*, except that it is made of steel and therefore responds differently to special attacks such as *warp wood* and *heat metal*. Characters proficient with the normal (wooden) tower shield are also automatically proficient with the steel tower shield.

Signature Crest: Armor emblazoned with a signature crest allows others to easily recognize the wearer. Much like a noble's signet ring, the crest is a customized design unique to an individual or family. Identifying a signature crest correctly requires a DC 20 Knowledge (nobility and royalty) check (although the DM can adjust this DC as needed to reflect the relative fame of the individual or family).

Stone Plate: This armor is made of interlocking stone plates, cunningly carved for both thinness and strength. A layer of cured hide underneath the stone prevents chafing and cushions the impact of blows. Several layers of stone plates usually hang over vital areas, and most of the armor's weight hangs from the shoulders. The suit includes hide gauntlets with tiny stone plates sewn onto them. Wearing stone plate does not violate a druid's spiritual oath.

Tumbler's Breastplate: This exotic armor resembles a normal breastplate that has been smoothed and polished to perfection. Those skilled in its use can take advantage of the

breastplate's protection when tumbling. The wearer receives a +2 circumstance bonus on Tumble checks, but the normal armor check penalty still applies.

Twist Cloth, Gnome: This unusual exotic armor is made of loose, flowing cloth strips tied and hung on the wearer. Proficient wearers twist and sway within the armor, causing their opponents to strike empty air rather than armor whenever they miss with an attack. If you have the Exotic Armor Proficiency (gnome twist cloth) feat, the armor bonus from gnome twist cloth, including any enhancement bonus to AC, protects against touch attacks (unlike other armor bonuses to Armor Class, which do not apply against touch attacks).

Table 7–3: Donning Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Gnome twist cloth, mammoth leather	1 minute	5 rounds	1 minute[1]
Interlocking scale, tumbler's breastplate	4 minutes[1]	1 minute	1 minute[1]
Heavy plate, stone plate, interlocking plate	4 minutes[2]	4 minutes	1d4+1 minutes[1]
Battle plate, mountain plate	6 minutes[2]	4 minutes	1d6+1 minutes[1]

1 If the character has some help, cut this time in half.
2 The character must have help to don this armor. Without help, it can be donned only hastily.

DWARVENCRAFT ITEMS

While masterwork weapons are available from any skilled craftsman, the dwarves have perfected their skills to an almost magical degree. They possess secrets of smithing and weapon engineering that outstrip cultures that are less challenged by both their natural environment and competition for its limited resources. While many dwarf weaponsmiths and armorers are capable of crafting masterwork items, as normal, dwarf smiths have created another category of quality that goes beyond masterwork. Appropriately, such items are generally referred to as dwarvencraft items.

Dwarvencraft items are always of masterwork quality. Only items crafted primarily of metal or stone are available in dwarvencraft quality. An item must be declared a dwarvencraft item at the time of its creation; items cannot be upgraded to dwarvencraft quality once finished. Dwarvencraft items are crafted using the rules for masterwork crafting on page 71 of the *Player's Handbook*. The dwarvencraft component of an item has a Craft DC of 22. Prices for dwarvencraft items include the cost for masterwork quality.

A dwarvencraft item is stronger and harder than a comparable masterwork item. A dwarvencraft item's hardness increases by 2, and it gains an additional 10 hit points. In addition, it gains a +2 bonus on all saving throws. All of these effects stack with the similar bonuses for magic items if the dwarvencraft item is made magical.

A dwarvencraft weapon costs 600 gp more than a standard weapon of its type. Dwarvencraft armor and shields cost 300 gp more than standard armor and shields.

Table 7–4: Miscellaneous Gear

Item	Cost	Weight	Craft DC
Blasting pellets (1 bag)	50 gp	2 lb.	25
Blister oil (1 vial)	15 gp	1/2 lb.	25
Earthsilk jersey	150 gp	2 lb.	—
Earthsilk rope (50 ft.)	12 gp	7 lb.	—
Goliath healing kit	50 gp	1 lb.	—
Hearthfire (12 uses)	10 gp	2 lb.	20
Hearthfire lantern	7 gp	2 lb.	—
Song collar	15 gp	2 lb.	—
Saddle, burrower's			
Pack	20 gp	12 lb.[1]	—
Riding	40 gp	25 lb.[1]	—
Saddle, flyer's			
Military	70 gp	25 lb.[1]	—
Pack	18 gp	15 lb.[1]	—
Riding	35 gp	25 lb.[1]	—
Spiderlily essence (1 application)	75 gp	—	25

1 Weight given is for a saddle meant for a Large creature. Saddles made for Medium mounts weigh half this amount, and saddles made for Huge creatures weigh twice as much.

MISCELLANEOUS GEAR

This section presents a variety of equipment typically crafted and used by dwarves, gnomes, and goliaths.

Blasting Pellets: Blasting pellets look like ball bearings or stones and come in bags. One bag of these alchemical items is enough to cover a 5-foot square. During each round when a creature moves through an area covered in blasting pellets (or fights while standing in such an area), it must make a successful DC 15 Reflex saving throw to avoid breaking one. Breaking one pellet sets off a chain reaction among the others, and they all explode loudly, dealing 1d6 points of sonic damage to the creature in the square. Spreading a bag of pellets over a wider area or throwing the bag at a target has no substantial effect.

Gnomes use blasting pellets mainly as an alarm system, hiding the pellets under leaves or among other stones and gravel.

Blister Oil: Blister oil is a highly refined alchemical liquid that causes painful blisters upon contact. To use it, a thin coat must be applied to a surface, such as a sword hilt or door handle. One application covers roughly a 6-inch-by-6-inch square area. Once applied, it remains effective for 2d4 hours. Each vial of blister oil contains 1d8 applications.

When the oil touches bare skin, the victim must make a DC 15 Fortitude save to avoid painful red blisters that spring up on the affected area of skin, dealing 1d4 points of damage per application used. In addition, the victim takes a –2 penalty on Dexterity-based checks, including Reflex saves, for 2d4 days. Magical healing applied to this damage removes the blisters and the penalty. Natural healing can remove the damage normally, but the penalty on Dexterity-

baded checks remains until magical healing is applied or the 2d4 days elapse.

Earthsilk Jersey: One material the dwarves developed early on in their society was earthsilk. The basis of the material is an odd fungus known as maiden's hair. It grows long, thin, silken tendrils that hang down from the main mass and collect moisture from the damp underground air. The fungus itself is time consuming to harvest, because it is very tough and difficult to cut despite its delicate appearance. Once the fungus is harvested, the long, thin tendrils are removed and used as thread or light yarn. This thread is called earthsilk, and it can be woven into a fabric that rivals the finest silks of the surface world for feel and sheen, though it is far heavier and coarser than any elven silk made. Earthsilk fabric is a staple of the dwarven wardrobe, and nearly every subterranean dwarf owns at least one earthsilk jersey, typically worn in place of an ordinary tunic under a vest or armor.

An earthsilk jersey retains the fibers' natural toughness, providing its wearer with damage reduction 1/slashing or bludgeoning. It may be worn under another type of armor.

Once crafted, earthsilk fabric is durable unless torn. If the wearer of an earthsilk jersey takes a critical hit that deals piercing damage, the garment is torn and does not provide damage reduction unless it is repaired.

Earthsilk Rope: In addition to being used for clothing, earthsilk fibers can be woven together to form a strong, thin rope that finds common use in many dwarf cities. Earthsilk rope feels similar to silk ropes made in the surface world but is roughly twice as thick, putting it between silk and hempen ropes in bulk and ease of use. It is stronger even than silk rope, however, and can bear heavier loads without breaking.

Earthsilk rope has hardness 1, 10 hit points, and can be burst with a DC 26 Strength check.

Goliath Healing Kits: Many races have mastered the use of herbs and medicines to treat injuries, and the goliaths are no exception. They discovered the healing properties of the items available to them in their mountain homes long ago. Through time and experimentation, goliath healers have come to specialize in healing methods for their own people. Although goliaths are anatomically similar to other humanoid and monstrous humanoid races, their connection to the earth has granted them a special affinity for the creatures and plants that grow in the mountains and the dark places below.

A goliath healing kit grants a +4 circumstance bonus on Heal checks made by goliaths and other earth-linked races, including dwarves and gnomes. It provides no bonus on Heal checks for a member of any other race. A goliath healing kit has twelve uses before it is depleted.

Hearthfire: A concoction of dwarf alchemists, hearthfire is a blue-green gel, typically poured into a large shallow container and allowed to solidify. The substance is then left in the pan as is or removed and cut into 2-inch cubes. When water is poured onto the gel (1 ounce per 2-inch cube is sufficient), it "ignites," causing blue-green flames to spring from the substance. The flames have no heat and will not harm anything that touches them. Each 2-inch block provides light for 24 hours when wet, shedding illumination as a torch (20-foot radius). The hours of use need not be continuous, so a flaming cube can be extinguished, dried off, and used again at a later time. In the dwarves' underground communities, hearthfire sees common use in city lanterns, as well as home hearths and braziers. Hearthfire lanterns hold one dose each and are typically hooded.

Song Collar: These iron tubes are designed to aid traveling musicians in learning new or complex compositions for the lute, violin, or another similar stringed instrument. Built to fit snugly over a normal quarterstaff, this item consists of a long metal collar that slips down over the top half of the staff, roughly 1 foot long for a Small staff or 2 feet long for a Medium staff. The metal's surface is covered with rows of small, dimpled indentations, ostensibly to provide a better grip on the staff. In reality, these indentations correspond with the fingering for a piece of music to be played on a preferred instrument of the owner. Song collars are sold by gnome maesters as training tools for journeymen, enabling them to practice chords and notes while traveling without attracting attention. If a character uses a song collar for 1 hour a day on seven consecutive days, he gains a +2 bonus on Perform checks involving that particular instrument and composition. A song collar does not prevent a quarterstaff from being used normally in combat.

Saddle, Burrower's: This specialized exotic saddle allows the rider to stay safely on a mount that has the ability to burrow. The saddle includes a secure system of straps and buckles that holds the rider flush to the burrowing mount's back. In addition, a thick, round-edged piece of leather reinforced with bone or wood rises from the front of the shield, just before the rider's seat, roughly to the height of the rider's chest. The curved piece of leather bends up and toward the rider, allowing her to duck behind it while her mount burrows, shielding her from most of the dirt and rocks that might otherwise tear the rider from her perch, straps or no straps. Similar bits of reinforced leather protect the front and sides of the rider's legs.

Strapping oneself to the saddle requires three consecutive full-round actions that provoke attacks of opportunity. Unbuckling the straps is a full-round action that provokes attacks of opportunity. While strapped into the saddle, you lose your Dexterity bonus to Armor Class and take a –4 penalty on all attack rolls. You must be strapped into the saddle to ride a mount while it burrows, but the saddle functions as a normal saddle if the mount does not choose to burrow, allowing you to ride without taking the abovementioned penalties for being strapped to the saddle.

While strapped into a burrower's saddle, a rider need not make Ride checks to stay in the saddle. The rider can break out of the straps as a standard action that requires a DC 25 Strength check and does not provoke attacks of opportunity. If its straps are broken, a burrower's saddle functions only as a normal saddle until they are repaired.

The burrower's saddle comes in two varieties: pack and riding.

Saddle, Flyer's: This specialized exotic saddle allows a properly strapped-in rider to stay safely on the back of

a flying or climbing mount. The saddle includes a secure system of straps and buckles that hold the rider in place while minimizing the time it takes to get in and out of the saddle. Buckling yourself into a flyer's saddle is a full-round action that provokes attacks of opportunity. Unbuckling the straps is a move action that does not provoke attacks of opportunity.

While strapped into a flyer's saddle, a rider need not make Ride checks to stay in the saddle. The rider can break out of the straps as a standard action that requires a DC 20 Strength check and does not provoke attacks of opportunity. If its straps are broken, a flyer's saddle functions only as a normal saddle until they are repaired.

The flyer's saddle comes in three varieties: pack, riding, and military.

Spiderlily Essence: Spiderlily essence is noxious to most vermin (with the notable exception of spiders, which ironically cannot detect the stuff). Fine vermin avoid creatures that wear the essence, and monstrous vermin (except spiders) must make a successful DC 15 Will saving throw to attack the target. Once a vermin makes a successful save, it is immune to the effects of spiderlily essence for 1 hour. A single application of this alchemical concoction is enough to affect one Small creature. For creatures of other sizes, the number of applications needed is doubled (or halved) for each size category larger (or smaller) than Small. An application of the essence wears off in 1 hour.

MOUNTS

Dwarves, gnomes, and goliaths employ a variety of mounts. Stealthy gnome scouts sneak through the forest on riding-dog mounts, dwarf miners load supplies on the backs of steady mules, and goliath youths lead trains of sure-footed mountain goat pack-bearers.

These animals play an important part in the lives of many, but they represent only the most common and well-known mounts employed by the races of stone. Elite gnome cavalry units plan subterranean ambushes with the help of their dire badger mounts, dwarf ankheg riders charge the ranks of their illithid foes, and goliath shamans patrol the skies on the backs of dire eagles.

Table 7–5 provides specifics for various kinds of mounts that the races of stone might employ: the price of an egg (when appropriate), the cost of a young specimen ready for training, the cost of the training itself, the DC of the Handle Animal check to successfully rear the creature, and the cost of upkeep (representing food and other materials) that must be paid to prevent the mount from abandoning its owner.

MONSTER MANUAL MONSTERS AS MOUNTS

The following descriptions provide rules for using some of the burrowing or earth-associated monsters in the *Monster Manual* as mounts.

Ankheg

An ankheg is a burrowing, insectlike monster with a taste for fresh meat. Its size and strength make it a powerful ally in battle, but its foul temper and low intelligence make it extremely difficult to train.

Training an ankheg is dangerous work because of its ability to spit caustic acid. Any cage or pen designed to hold an untrained ankheg must be resistant to acid damage and have a metal floor or the ankheg will break or burrow out. Like other mounts, ankhegs can be taught specific tricks and trained for special purposes using the Handle Animal skill.

Bulette

A bulette is a physically powerful burrowing creature that can become an extraordinarily useful mount for the right rider. Capturing and training a bulette is quite difficult.

Bulettes have such a foul temper that all Handle Animal DCs dealing with their training and handling are increased by 2.

Delver

Training and riding a delver is largely an issue of overcoming the dangers of its corrosive slime, but for powerful or wealthy individuals with the right equipment, delvers can make useful allies and mounts.

A delver is more intelligent than the average human, and therefore riding and training one is a matter of Diplomacy checks rather than the use of the Handle Animal skill. A delver with a friendly or helpful attitude will help its allies.

Dire Badger

Gnomes train dire badgers to serve as mounts for elite cavalry units. These special units are particularly well coordinated, because the riders can talk to their mounts for 1 minute each day. Dire badgers can be trained just as other animals can be.

Table 7–5: Mounts

Creature	Egg	Young	Training	Rear DC	Upkeep Cost
Ankheg	1,500 gp	2,000 gp	1,000 gp	23	15 gp/month
Bulette	9,000 gp	15,000 gp	1,500 gp	31	20 gp/month
Delver	n/a	n/a	n/a	n/a	varies
Deep hound[1]	n/a	4,000 gp	250 gp	21	5 gp/month
Dire badger	n/a	100 gp	15 gp	16	8 gp/month
Dire eagle[1]	2,500 gp	4,000 gp	250 gp	20	5 gp/month
Thrum worm[1, 2]	1,500 gp	2,500 gp	125 gp	19	—

1 New monster described in Chapter 8.
2 Only appropriate for Small riders.

Optional Rule—Riding a Raging Dire Badger: At the DM's option, a dire badger can be more difficult to control when it is raging. If this optional rule is used, increase the DCs of all Ride checks related to a raging dire badger by 2, and increase the DCs of Handle Animal checks related to a raging dire badger by 5.

COMPANIONS AND COHORTS

Dwarf, gnome, and goliath characters might want to emphasize their ancestral ties to the earth by acquiring a special cohort with the Leadership feat. Table 7–6: Earth Cohorts supplements the special cohorts table on page 199 of the *Dungeon Master's Guide*.

Table 7–6: Earth Cohorts

Creature	Alignment	Level Equivalent
Earth elemental, Small	Neutral	5th
Earth elemental, Medium	Neutral	8th
Earth elemental, Large	Neutral	13th
Earth mephit	Neutral	6th
Gargoyle	Chaotic evil	9th
Xorn, minor	Neutral	7th
Xorn, average	Neutral	12th

NEW SPELLS

The following spells are common among dwarves, gnomes, and goliaths. Knowledge of them has seeped out to some spellcasters of other races.

EARTH HAMMER

Transmutation
Level: Cleric 5, paladin 3
Components: V
Casting Time: 1 swift action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

You infuse one melee weapon with the power of the earth. The base damage of the weapon improves by one step (as if the weapon were one size category larger). Regardless of the weapon's normal material and damage type, the weapon deals bludgeoning damage and overcomes damage reduction as if it were made of adamantine.

If this spell is cast on a weapon made of a different special material (such as alchemical silver), the properties of that material are replaced with those of adamantine for the duration of the spell.

EARTH GLIDE

Transmutation
Level: Druid 8, sorcerer/wizard 8
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You give the subject the ability to glide through earth and stone as easily as an earth elemental does. The affected creature can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing the affected creature flings the creature back 30 feet and stuns the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

EYE OF STONE

Divination (Scrying)
Level: Sorcerer/wizard 6
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You create an invisible magical sensor that can move through solid stone and send you visual information. This spell functions like the *arcane eye* spell (see page 200 of the *Player's Handbook*), except that you can move the sensor through stone.

HARMONIZE

Transmutation
Level: Bard 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

HARMONIZE, GREATER

Transmutation
Level: Bard 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. In addition, concentrating on a bardic music effect that requires concentration only requires a move action.

For example, this benefit means that you can maintain concentration on a bardic music effect and cast a spell, make an attack, or begin (or maintain) another bardic music effect.

STONE FIST

Transmutation
Level: Cleric 2, paladin 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

Your fists turn into menacing, rocky lumps capable of inflicting deadly wounds. While this spell is in effect, your unarmed attacks do not provoke attacks of opportunity, and they deal lethal bludgeoning damage. The damage that your unarmed attacks deal increases as well, according to your size as given on the table below.

Size	Unarmed Damage	Size	Unarmed Damage
Fine	1d3	Large	3d6
Diminutive	1d4	Huge	4d6
Tiny	1d6	Gargantuan	6d6
Small	1d8	Colossal	8d6
Medium	2d6		

If your unarmed strike already deals more damage than the indicated amount, you always use the higher value. In addition, if you are a dwarf or a goliath under the effects of this spell, your unarmed attacks overcome damage reduction as if they were cold iron weapons.

WALK THE MOUNTAIN'S PATH

Transmutation
Level: Druid 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You infuse the subject with the strength and power of the earth, granting it great ability to climb, jump, and maneuver through mountain pathways. While under the effect of this spell, a creature is not slowed by slopes (see page 89 of the *Dungeon Master's Guide* for information on terrain effects), gains a climb speed equal to its base land speed, and gains a +10 enhancement bonus on Jump checks and Balance checks.

Material Component: A small rock or pebble taken from the top of a mountain.

NEW PSIONIC POWERS

Faced with dangerous psionic opponents such as mind flayers and drow, psions and psychic warriors of the races of stone have become masters at erecting staunch psychic defenses. In addition to their powerful mental fortitude, these figures have developed new powers that accentuate their bond with earth and stone, making their use perfect for the dungeon environments that adventurers frequent.

BLACKSTONE HAMMER

Psychometabolism
Level: Psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None (object, harmless) and Fortitude negates; see text
Power Resistance: No (object, harmless) and Yes; see text
Power Points: 11

Blackstone hammer

You alter the nature of one weapon and create a psychic conduit between it and the power of the terrible blackstone gigant. Although the base damage of the weapon is unaltered, the weapon deals bludgeoning damage for the duration of the power. In addition, the weapon now has the power to petrify those it strikes.

If a creature struck by a weapon affected by *blackstone hammer* fails its saving throw, it (along with all its carried gear) is turned into a mindless, inert statue. Striking a creature with the weapon discharges the power. If a statue resulting from this power is broken or damaged, the subject (if ever returned to flesh) has similar damage or deformities. The creature is not dead, but neither does it seem to be alive when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this power.

Augment: For every 2 additional power points you spend, you can invest the weapon with an additional charge. Each additional charge allows the weapon to be used one more time before the *blackstone hammer* effect is discharged.

Illus. by J. Nelson

EARTH WALK

Psychometabolism
Level: Psion/wilder 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You create a perfect mental bond with stone, allowing you to move over it with uncanny ease. While this power is in effect, you can climb stone and earthen surfaces at your current land speed. You can move across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks. While climbing in this manner, you do not have to make a Climb check to avoid losing your grip when you take damage.

In addition, you can cling to a stone surface easily with just one limb, allowing you to attack without restriction, manifest powers normally, and retain your Dexterity bonus to Armor Class while climbing.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

HEAVY EARTH

Psychometabolism
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5

You create an area of strange, otherworldly gravity, causing the earth itself to seemingly pull creatures to it. Creatures in the affected area that fail their saving throws fall prone. In addition, these creatures are slowed (as the *slow* spell) as long as they remain prone, and for 1 round after they stand up. Creatures that succeed on their saves are not knocked down, but they are still slowed for 1 round. Creatures that are already prone and fail their saves are slowed for as long as they remain prone and for 1 round after they stand up.

Creatures with multiple legs or exceptional stability (such as a dwarf's stability racial trait) get bonuses to this save as if they were attempting a Strength check to resist a normal trip attempt.

PERFECT ARCHERY

Clairsentience
Level: Psychic warrior 3
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 5

While this power is manifested, you do not provoke attacks of opportunity for firing ranged weapons.

Augment: For every additional power point you spend, this power's duration increases by 1 round.

PERFECT RIPOSTE

Clairsentience
Level: Psychic warrior 5
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level
Saving Throw: None (object, harmless)
Power Resistance: No (object, harmless)
Power Points: 11

You form a perfect bond with your melee weapon. Once per round, as long as you hold the weapon with which you are bonded, you can make an attack of opportunity against any creature that attacks you with a melee weapon or natural attack and misses, provided that the attacking creature is within your threatened area.

You must be holding a melee weapon in your hand when you manifest this power.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

POWER CLAWS

Psychokinesis [Force]
Level: Psychic warrior 2
Display: Vi
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level or until discharged
Saving Throw: None
Power Resistance: No
Power Points: 3

You encase one of your natural weapons in telekinetic force. The next successful attack with that natural weapon deals force damage instead of normal damage. This change provides a number of benefits. The natural weapon does not have a miss chance against incorporeal creatures, and the damage from the natural weapon overcomes damage reduction as if it were a spell and not a weapon attack. Only the base natural weapon damage, magical enhancement bonuses, bonus damage from Strength, and other bonuses on the natural weapon itself are changed to force damage. Other additional damage-dealing effects from any other source, such as the sneak attack class feature or the flaming

special ability of a weapon, remain normal damage instead of force damage.

Augment: For every 2 additional power points you spend, you can invest the weapon with an additional charge. Each additional charge allows the weapon to be used one more time before the *power claws* effect is discharged.

POWER WEAPON

Psychokinesis [Force]
Level: Psychic warrior 2
Range: Touch
Target: Melee or thrown weapon touched
Power Points: 3

This power functions like *power claws*, except where noted here.

STONE MIND

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifestation Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

When you manifest this power, your mind becomes as the earth, and the earth becomes your mind. You gain a +4 bonus on Search checks while standing on a stone (including a worked stone floor) or an earthen surface.

In addition, you gain a further +2 bonus on Search checks to notice unusual stonework. This bonus stacks with the regular +4 bonus on all Search checks that this power grants and with the +2 bonus to notice unusual stonework gained from the stonecunning racial ability.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

ANCESTOR WEAPONS

When a truly great dwarf passes away, her ashes are often saved and incorporated into some structure or item that either meant something to the individual during her life or is considered representative of her skills and greatness in some way. Dwarves being the martial individuals they are, this object is usually a building or weapon of some type. The latter is much more common. The weapon is then given to whichever descendant of the deceased is judged to be the most worthy.

Since this weapon is intended to be a tribute, such a weapon is always of dwarvencraft quality. The weapon must be made of metal, so as to allow the ashes to be incorporated with the weapon during forging. A priest is always present for the entire forging of the weapon, and must give an appropriate blessing at each critical juncture of the process.

In the end, an ancestor weapon is an intelligent magic item. The smiths and clerics who forge ancestor weapons claim that an ancestor weapon contains a link to the spirit of the deceased, and they believe that the spirit dictates the magical qualities of the weapon, from its basic capabilities (its enhancement bonus and special abilities, such as holy or flaming) to the particular powers it manifests as a result of its intelligence. An ancestor weapon has an Ego score 2 points higher than a normal intelligent item with the same powers and abilities, and it generally resists using its powers in the service of anyone who is not a member of its bloodline.

Like a dwarf, an ancestor weapon has a Charisma score 2 points lower than normal, and even the least powerful ancestor weapons have darkvision with a range equal to their normal vision. Ancestor weapons with ranks in Search gain the dwarven racial bonus on Search checks to notice unusual stonework. Most ancestor weapons are lawful good.

Gharriakha, the Hearthwarden: *+4 defending dwarven waraxe;* AL LG; Int 13, Wis 13, Cha 8; Empathy, 60-ft. darkvision and hearing; Ego score 10.

Lesser Powers: Cure moderate wounds 3/day, *deathwatch.*

Personality: In life Gharriakha was a dwarven defender, and the weapon that contains her ashes shares her selfless, protective spirit. It is content to remain quiet and stay out of the spotlight, while offering all the help it can to its wielder. Generally, its only communications are the feelings of encouragement and support it sends to its wielder.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *shield* or *shield of faith,* creator must be a dwarf; Price 61,830 gp.

Morzhul, the Forgeheart: *+2 flaming burst warhammer;* AL CN; Int 18, Wis 10, Cha 16; Speech, telepathy, 120-ft. darkvision, blindsense, and hearing; Ego score 25.

Lesser Powers: Daze monster 3/day, *faerie fire* 3/day, item has 10 ranks in Intimidate (total modifier +13).

Greater Power: Wall of fire 1/day (in a ring centered on the wielder).

Special Purpose: Defeat/slay creatures with the cold subtype.

Dedicated Power: 10d6 *fireball.*

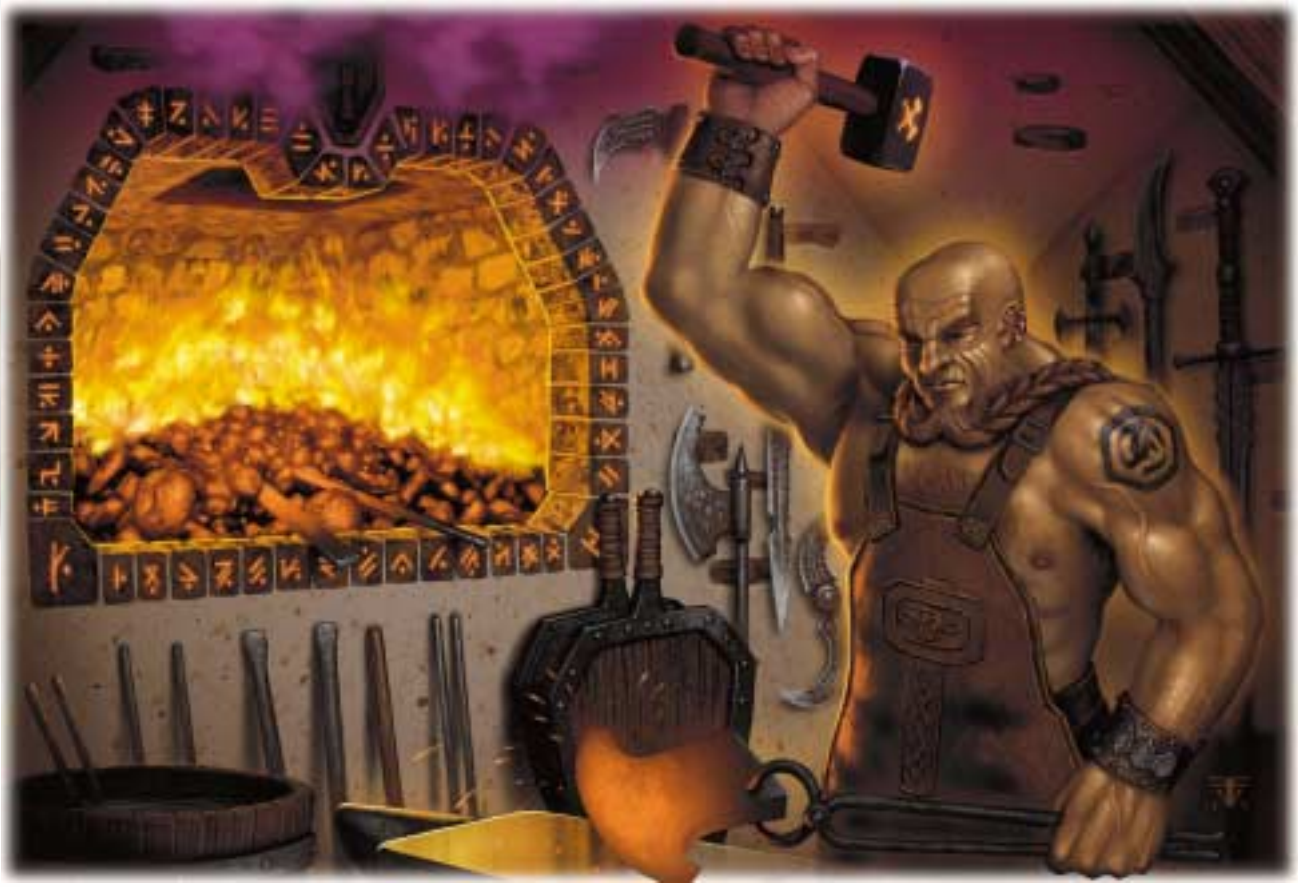
Personality: Morzhul, in life, was an adventuring dwarf cleric of the forge-god, Tharmekhûl. He was dedicated to eradicating creatures of cold, and Morzhul's spirit continues that mission now that it is bound to this hammer. The weapon's personality is best described as fiery—it speaks loudly and with passion, urging its wielder into battle.

Strong evocation; CL 15th; Craft Magic Arms and Armor, *flame blade, flame strike,* or *fireball,* creator must be a dwarf; Price 127,212 gp.

Truthseeker: *+1 axiomatic greataxe;* AL LN; Int 10, Wis 14, Cha 12; Speech, 120-ft. darkvision and hearing; Ego score 10.

Lesser Powers: Zone of truth 3/day, item has 10 ranks in Sense Motive (total modifier +12).

Personality: The name of the once-living dwarf whose spirit is linked to this greataxe is no longer known, and



Illus. by F. Vohwinkel

A magic forge is an armorsmith's or weaponsmith's most valuable tool

the weapon will not reveal it. It is known, however, that in life he was a judge, and his obsession with truth is manifested in the personality of the weapon that carries his spirit. The weapon immediately initiates conflict with a wielder who lies.

Strong evocation [lawful]; CL 15th; Craft Magic Arms and Armor, *order's wrath*, creator must be a dwarf and lawful; Price 34,120 gp.

Zhavak the Sunderer: *+2 bane (constructs) adamantine battleaxe*; AL LG; Int 10, Wis 17, Cha 15; Speech, telepathy, 120-ft. darkvision and hearing; Ego score 18.

Lesser Powers: Bless 3/day, *cure moderate wounds* 3/day, item has 10 ranks in Knowledge (arcana) (total modifier +13).

Special Purpose: Defeat/slay constructs.

Dedicated Power: Rusting grasp.

Personality: Generally as dour as the most taciturn dwarf, Zhavak's personality springs to life when the weapon is in battle with constructs. The dwarf whose spirit is linked to the weapon was a mighty cleric of Moradin slain in battle with an iron golem, and Zhavak loves to fight such foes above all others. It is prone to giving its wielder tactical advice in battle with golems, which is not always sound. Devoutly religious, it immediately initiates conflict if its wielder does not demonstrate proper piety.

Strong conjuration; CL 15th; Craft Magic Arms and Armor, *summon monster I*, creator must be a dwarf; Price 99,110 gp.

MAGIC FORGES

From the mighty Moradin down to the local toolmaker, a dwarf smith's quality is tied to her forge. Without a forge, no smith can create even the simplest of tools. With the right forge, a skilled smith can create masterpieces of art and design, objects that will live through the centuries long after the smith herself has died. Given the dwarven drive for excellence, it is little wonder that the dwarves have perfected magic forges to help them in their crafts and allow them to create works that will live on beyond their deaths.

All forges are built in a specific location and cannot normally be moved from that location. (A major expedition with teams of mules might be able to haul a forge to a new locale, but this would be an extraordinary event.) As immobile magic items, the sample magic forges presented here are priced at about 1/4 the cost of a comparable portable magic item.

The *Player's Handbook* states that a character using the Craft skill can voluntarily increase the DC by 10 to craft an item more quickly. In fact, a character can increase the DC by any multiple of 10 (10, 20, 30, and so on), using the same rules. When using magic items that grant large competence bonuses to skill checks, such as many of these forges, increasing the DC by a large amount can dramatically speed the creation time for an expensive item (such as adamantine mountain plate armor).

Forge of the Armorsmith: This magic forge grants a dwarf who uses it a +20 competence bonus on Craft (armorsmithing) checks made using the forge. In conjunction with voluntarily increasing the DC by 20, a smith working at this forge can craft expensive armor in a dramatically reduced time.

Strong conjuration; CL 18th; Craft Wondrous Item, *fabricate,* creator must be a dwarf with 20 ranks in Craft (armorsmithing); Price 10,000 gp.

Forge of Sustenance: A dwarf using this forge for any purpose need not eat, sleep, or even breathe while he continues to work at the forge, and he can work indefinitely without tiring. When using the forge to craft an item, the user multiplies his check result by the item's DC and then by 3 to determine his progress on a weekly (in sp) or daily (in cp) basis.

Strong conjuration; CL 15th; Craft Wondrous Item, *create food and water, regenerate,* creator must be a dwarf; Price 8,000 gp.

Forge of Thautam: A dwarf using this forge can create magic weapons and armor as if he had the Craft Magic Arms and Armor feat.

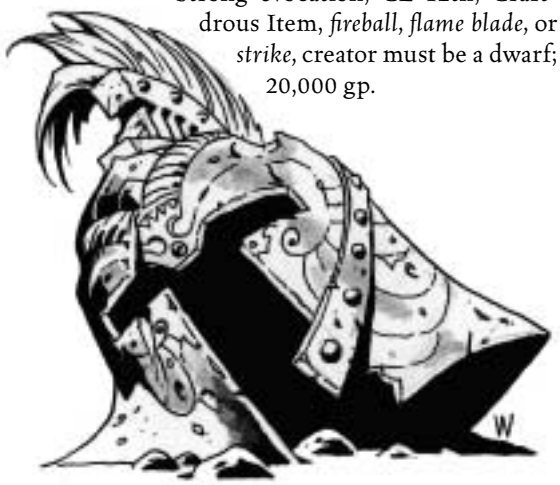
Strong conjuration; CL 12th; Craft Wondrous Item, *permanency,* creator must be a dwarf; Price 15,000 gp.

Forge of the Weaponsmith: This magic forge grants a dwarf who uses it a +20 competence bonus on Craft (weaponsmithing) checks made using the forge. In conjunction with voluntarily increasing the DC by 20, a smith working at this forge can craft expensive weapons in a dramatically reduced time.

Strong conjuration; CL 18th; Craft Wondrous Item, *fabricate,* creator must be a dwarf with 20 ranks in Craft (weaponsmithing); Price 10,000 gp.

Furnace of Flames: This magical forge provides spell prerequisites for a dwarf who uses it to craft magic items. The forge allows its user to create magic items as if he were able to cast any spell with the fire descriptor, using his character level as the caster level. The forge does not replace any other prerequisites or costs, including item creation feats, minimum caster level, and gold and XP costs.

Strong evocation; CL 12th; Craft Wondrous Item, *fireball, flame blade,* or *flame strike,* creator must be a dwarf; Price 20,000 gp.



RUNE CIRCLES

Amid the graves of his ancestors, a goliath shaman calls her tribe's most powerful warrior back from the dead. At the gates of a besieged dwarf city, a knot of heavily armored defenders stands against impossible odds, their arms and hearts strengthened by the stone on which they stand. In a peaceful glade in the center of his village, a gnome minstrel blends magic and song into one seamless whole. Drawing on the power of the rune circles on which they stand, these heroes reach beyond their own limits and accomplish amazing tasks with the help of the earth itself.

Rune circles are special places infused with magical power. They might grant spellcasters additional power and proficiency with their spells, make warriors faster or stronger, or cause any number of other powerful effects. Although dwarf, gnome, and goliath spellcasters are more likely than others to create rune circles, spellcasters of any race can do so. While they resemble wondrous magic items in many ways, important differences exist between rune circles and traditional magic items, and rune circles should be treated more as environmental elements than as magic items.

CREATING A RUNE CIRCLE

A rune circle is created by fusing magic runes into the ground or into the floor of a chamber. Once it is placed, a rune circle cannot be moved. Moving the stone that a rune circle is engraved upon always ruins the rune circle. Because the creation process creates a threefold connection between the location, the magic energy expended in the creation, and the physical earth or stone in which the runes are drawn, there's no way to create a mobile rune circle. Even vehicles large enough to contain an entire rune circle do not allow for the creation of a mobile rune circle.

In game terms, creating a rune circle works just like creating a magic item. Additional factors affect the price of a rune circle, such as the size of the circle, but otherwise the creation process is the same. To create a rune circle, a character must have the Craft Rune Circle feat (described in Chapter 6 of this book).

To estimate the gold piece value of a rune circle, start by estimating the value of a standard magic item with the powers of the rune circle. Since a rune circle is an immovable item, divide this value by 4. This calculation provides a reasonable estimate for a rune circle with a 10-foot radius, which is the typical size for a rune circle.

If the rune circle is smaller or larger than 10 feet in radius, the DM may choose to reduce or increase the cost according to Table 7–7: Variant Rune Circle Sizes.

In some cases, the estimated gold piece value might not fully represent the appropriate value for a rune circle. For instance, a rune circle that grants a bonus on Craft checks is worth more than the estimate would suggest, since the circle's lack of portability isn't a significant factor in its utility. Feel free to multiply the price for such a rune circle by 2 or even 4 to arrive at a more appropriate value.

Illus. by W. Reynolds

Table 7–7: Variant Rune Circle Sizes

Size	Price Adjustment
5-ft. square	Reduce price by 50%
5-ft. radius	Reduce price by 25%
10-ft. radius	—
15-ft. radius	Increase price by 50%
20-ft. radius	Increase price by 100%

USING A RUNE CIRCLE

A rune circle covers an area determined at the time of its creation. Any eligible creature standing within this area gains the benefit of the rune circle's magic, with no activation or other action required on the part of the creature to be affected. Rune circles can (and often do) affect more than one creature at a time.

Characters who are not eligible to benefit from a rune circle can use the Use Magic Device skill to attempt to gain the benefit of a rune circle (by emulating a race, for instance) just as they can for any other magic item.

IDENTIFYING A RUNE CIRCLE

Rune circles are not traps, and they cannot be found with the Search skill in the same way that traps can, nor can they be disarmed with Disable Device checks. Normally, rune circles are plainly visible on the floor or ground where they are made. However, a rune circle covered by brush or similarly hidden can be found with the Search skill, just like any other object. This means, for example, that should a circle be hidden so well that the DC to find it is higher than 20, nonrogues can still find it provided that they beat the required DC.

The magic of rune circles is imbedded in mystical symbols, and a skilled character can decipher at least some of the meaning of those symbols if given time to study them. See Spellcraft, page 133, for details on identifying the effects of a rune circle.

SAMPLE RUNE CIRCLES

The rune circles described here feature a variety of effects, and most are particularly relevant to dwarves, gnomes, and goliaths.

Deep Hollow Circle: Bound to the Elemental Plane of Earth, a *deep hollow circle* strengthens the power of summoning magic used within its boundaries. This powerful bond allows spellcasters to summon more creatures than they otherwise could.

Whenever a creature within this 20-foot-radius circle uses a *summon monster* or *summon nature's ally* spell to summon a creature with the earth subtype, she summons an additional creature. This creature is identical to the one summoned normally and is treated as a creature summoned by the original spell cast. This means, for example, that the second creature can be dismissed, it vanishes if it goes beyond the range of the spell, and so on. Only one additional creature is summoned with each casting, regardless of the number of creatures that the spell itself summons.

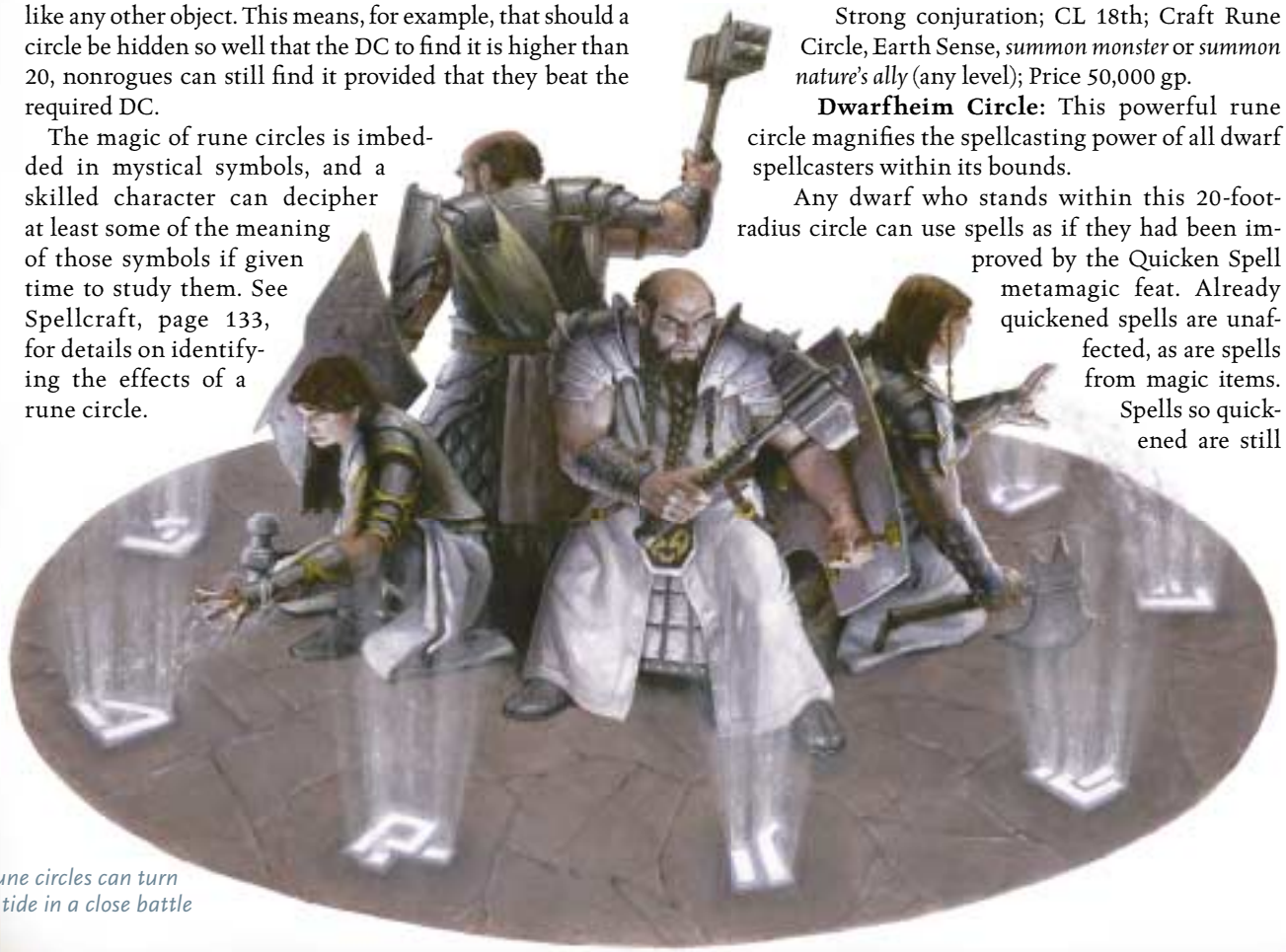
After being summoned, the creatures have no special link to one another. They function just like multiple monsters summoned by the same summoning spell.

If a dwarf or gnome spellcaster uses a *deep hollow circle*, the creatures summoned are also improved as if the spellcaster had the Augment Summoning feat.

Strong conjuration; CL 18th; Craft Rune Circle, Earth Sense, *summon monster* or *summon nature's ally* (any level); Price 50,000 gp.

Dwarfheim Circle: This powerful rune circle magnifies the spellcasting power of all dwarf spellcasters within its bounds.

Any dwarf who stands within this 20-foot-radius circle can use spells as if they had been improved by the Quicken Spell metamagic feat. Already quickened spells are unaffected, as are spells from magic items. Spells so quickened are still



Illus. by S. Belledin

Rune circles can turn the tide in a close battle

prepared and cast at their unmodified levels, and even spontaneous casters gain the benefit of the circle. As with the Quicken Spell feat, only one quickened spell can be cast per round.

In addition, any dwarf standing within the circle can activate one spell-like ability per round as a free action. Using the circle in this manner counts against the limit of casting one quickened spell per round.

Strong transmutation; CL 18th; Craft Rune Circle, Quicken Spell, creator must be a dwarf; Price 50,000 gp.

Dwarven Holdfast Ring: Dwarf cities are built to be defensible, with numerous fallback positions designed to let a few stout dwarf warriors hold off large numbers of enemy forces. A key part of these plans involves strategically placed rune circles that increase the defender's martial abilities and help them resist magical attacks.

Any dwarf who stands within this 10-foot-radius circle gains a +2 morale bonus on attack rolls. Dwarves within the circle also gain a +2 deflection bonus to Armor Class against attacks made by evil creatures and a +2 resistance bonus on saves against effects created by evil creatures. Furthermore, the circle protects dwarves within from mental control just like the *protection from evil* spell.

These bonuses activate instantly as soon as a dwarf steps into the circle, and they are lost immediately upon leaving.

Moderate enchantment and moderate abjuration; CL 11th; Craft Rune Circle, *heroism, magic circle,* creator must be a dwarf; Price 20,000 gp.

Gnome Chanting Circle: Many gnome villages include a chanting circle. The circle is infused with the spirit and liveliness of the gnome race, allowing gnome bards to share their songs and stories with more passion and skill, and infusing the music of gnome bards with the power of the earth.

Any creature standing in a *gnome chanting circle* gains a +5 bonus on Perform checks.

In addition, illusion spells cast by a spellcaster standing within the circle are harder to resist than normal. Increase the DC needed to resist illusion spells cast by spellcasters (of any type) standing within the circle by 1.

Any gnome who stands within this 20-foot-radius circle can concentrate on one bardic music ability each round as a free action.

Strong conjuration; CL 18th; Craft Rune Circle, Spell Focus (illusion), *greater harmonize;* Price 15,000 gp.

Gnome Charming Circle: Gnome communities blend into the countryside, since gnomes prefer to live without walls or other defenses separating them from the natural world. This lifestyle leads to tranquil communities and a peaceful environment, but occasionally monsters take advantage of this lack of defenses to attack a community. At other times, dangerous animals simply wander through a gnome settlement. One gnome bard standing within a *charming circle* can usually resolve these and even more sinister incursions peacefully.

Any gnome who stands within this 20-foot-radius circle can use one of his daily uses of bardic music to cast *charm monster* as the spell with a caster level equal to his bard level (or the level of the class that grants him the bardic music ability).

Strong enchantment; CL 12th; Craft Rune Circle, bardic music ability, *charm monster,* creator must be a gnome; Price 15,000 gp.

Goliath Speaking Circle: Goliath shamans work diligently to keep their far-flung and relatively primitive race together. In times of trouble, they must be able to communicate quickly over rough mountain terrain. Through generations of careful work, the shamans have built a simple network of rune circles that allow such communication. The expense of these rune circles means that only a few exist, and those near the largest and most prosperous goliath villages. Even such sporadic communication has allowed the villages to support one another by sending warriors quickly should one of the villages need aid.

Any creature standing within this 5-foot radius circle can use *sending,* as the spell, as a full-round action. This special version of *sending* can only be used to contact individuals within the bounds of another (different) *goliath speaking circle,* but the caster need not know the creature contacted—he need only attempt to contact creatures within the bounds of a specific *goliath speaking circle.*

Moderate evocation; CL 10th; Craft Rune Circle, *sending;* Price 20,000 gp.

Goliath Rage Ring: The barbarian warriors of the goliath tribes fight with a nearly unmatched ferocity, but this rage fatigues the warriors, making them less effective in prolonged battles. To ensure that these warriors can defend their villages and homes with the peak of their abilities, goliath spellcasters create rune circles that support the rage of their warrior allies with the endurance of the earth itself.

Any round during which a creature remains completely inside the boundary of a *goliath rage ring* does not count against the duration of the creature's rage ability. If the creature leaves the 40-foot-radius circle at any point during a battle, that round counts against the duration of the creature's rage ability as normal.

Moderate enchantment; CL 10th; Craft Rune Circle, *rage;* Price 10,000 gp.

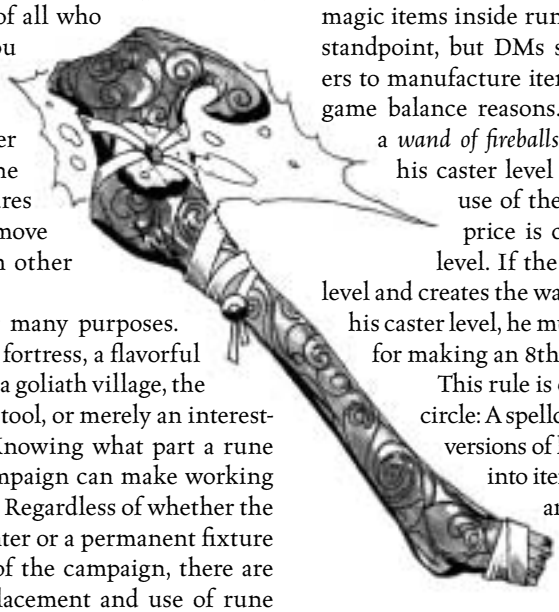
Healing Circle: The energy of life flows through this rune circle and into any spellcaster using healing magic within its boundaries. Many powerful churches use this powerful rune circle to improve their healing spells. Rune circles built in this manner are often made to blend seamlessly with the rest of the temple's decor.

Any creature standing within this 10-foot-radius circle casts all conjuration (healing) spells as if they were improved by the Maximize Spell metamagic feat. Already maximized spells and spell-like abilities are unaffected, as are spells from magic items. Spells so maximized are still prepared and cast at their unmodified level.

Strong conjuration; CL 18th; Craft Rune Circle, Maximize Spell, *mass cure light wounds;* Price 50,000 gp.

INCLUDING RUNE CIRCLES IN A CAMPAIGN

An active rune circle can change the mechanics of a combat encounter or the feel of a roleplaying encounter. Heroes might fight their way through an abandoned dwarf citadel filled with monsters to gain access to an ancient and powerful rune circle, or they might quest for rare components needed to build a rune circle in their new fortress. In a war-torn campaign setting, the loss of another gnome village becomes a more telling blow against the side of good because of the powerful *chanting circle* in the village's center. In a decadent city, cultists cover a rune circle of terrible evil with the stalls and trappings of a market place, slowly warping the minds and bodies of all who frequent the bazaar. However you decide to use them, rune circles have the potential to affect campaigns in a way that few other magic items can. Because rune circles are stationary, the creatures in your campaign world must move around or to them, unlike with other magic items.



Illus. by W. Reynolds

Rune circles can be used for many purposes. They can be part of a character's fortress, a flavorful addition to a dwarf stronghold or a goliath village, the goal of a quest, a nearly invisible tool, or merely an interesting addition to an encounter. Knowing what part a rune circle is going to play in the campaign can make working it into an adventure much easier. Regardless of whether the circle is part of a passing encounter or a permanent fixture in one of the central locations of the campaign, there are some concerns involving the placement and use of rune circles that every Dungeon Master should keep in mind.

Rune Circles as Treasure: Deciding whether or not rune circles count as party treasure can be tricky. On one hand, if the PCs clear the monsters out of a stronghold that contains a rune circle and set up a permanent base of operations, they undoubtedly gain some benefit from the circle's presence, and they should pay an appropriate amount for that benefit. On the other hand, if the PCs simply pass through an area that contains a rune circle, use its powers once, and then note its existence for later use, it's probably not worth it to them to "buy" the rune circle or fair for the DM to count its value against the treasure gained from the adventure. The simplest way to adjudicate this is to pay attention to the price of a rune circle only when a character wants to include one in a permanent base; otherwise, ignore the rune circle's value when calculating treasure.

Flavor: Because rune circles are tied to the location where they are created, they can be tremendous tools for changing the flavor and atmosphere of a special location. As the Dungeon Master, you should play this up by placing flavor-based restrictions or boons on the use of the circle. For example, restricting a rune circle to members of a single race limits the power of the rune circle, but makes it a more integral and flavorful part of the community that created it. Unless the circle in question is in a location crucial to the campaign, it's unlikely that such a restriction significantly alters the PCs' ability to make use of its powers.

One alternate approach is to limit the creation of rune circles to a specific race. If goliath shamans are the only spellcasters capable of creating rune circles, both the circles and the spellcasters themselves seem a little more mysterious. This level of exclusion is not right for every campaign, but it is one way that a DM can make the magic of one race feel significantly different from that of another.

Rune Circles and Crafting Items: Making other magic items inside rune circles is interesting from a flavor standpoint, but DMs should be careful of allowing players to manufacture items for less than the normal cost for game balance reasons. For example, a character creating a *wand of fireballs* inside a rune circle that increases his caster level would get the increased level. This use of the circle is fine, as long as the wand's price is calculated using the adjusted caster level. If the wizard in the above example is 5th level and creates the wand in a rune circle that adds three to his caster level, he must pay the XP and raw materials cost for making an 8th-level wand.

This rule is consistent with the flavor of the rune circle: A spellcaster is capable of casting more potent versions of his spells and can imbue that potency into items that he creates. However, imbuing an item with the more powerful version of the spell still requires the character to put more of his essence (XP) into the creation process.

Damaging Rune Circles: Rune circles are not objects themselves. Rather, they are symbols magically etched on the floor. Rune circles have hardness and hit points equal to a 3-inch-thick piece of the material on which they are inscribed. As magic items, they can be suppressed by *dispel magic* and similar effects but not destroyed by them.

Multiple Rune Circles: You cannot create a rune circle in any location where another already exists.

Rune Circles and Encounter Level: Rune circles with the right powers can affect the difficulty of an encounter. For example, overcoming a group of trolls fighting within the confines of a rune circle that grants them immunity to fire is a tougher challenge than fighting the trolls under normal conditions. If you design an encounter that includes a rune circle, Chapter 3 of the *Dungeon Master's Guide* provides some advice on how conditional modifiers such as location and terrain can make encounters more or less difficult. Beyond that, it's only in extreme cases when the monster clearly benefits (the trolls in the above example lose one of their two vulnerabilities) from the rune circle and the PCs have no chance to benefit (none of the trolls attack with fire) that the DM needs to adjust the CR of the foes because of a rune circle's presence.

Illus. by C. Lukacs

The races of stone—dwarves, gnomes, goliaths, and their kindred offer a wealth of ideas that a Dungeon Master can use to make the campaign more varied and interesting. This chapter provides advice on tailoring the campaign guidelines from the *Dungeon Master's Guide* to characters and cultures inspired by this book, including sample NPCs from a wide variety of Challenge Ratings and a new section on including powerful racial and religious holidays in any campaign. The chapter also includes several new monsters that turn the stone of the mountains and underground environments against their prey.

ASSEMBLING THE GROUP

The *Dungeon Master's Guide* addresses five basic ways to bring an adventuring party together, and those descriptions apply to a group of characters including races and material from this book as well as they do to any group.

Regional Focus: A campaign focusing on one of the races covered in *Races of Stone* is more likely to include consistently extreme geography such as mountainous terrain and underground adventures. These types of environments affect long-distance travel, communication with other communities, and the flavor of the campaign. Restricting most of a campaign's activities to a region dominated by a race other than humans is an easy way to give a campaign a distinct flavor and feel. The demographics of areas dominated by the races of stone, discussed below, provide the building blocks for running such a campaign.

Racial Goals and Outlooks: The races described in this book do not interact with other races as readily as humans do. Even though they are generally good-aligned and peaceful, adventuring groups that include characters of one or more of these races often have their own political and social agendas—considerably different from those of most human communities. Such a group might even find itself torn, with members taking opposing sides in an interracial dispute.

DEMOGRAPHICS

Chapter 5 of the *Dungeon Master's Guide* provides guidelines for randomly generating communities of various sizes and levels. However, the communities described there are designed to mirror average communities throughout a "generic" campaign world and therefore treat humans as the most numerous members of any community. To create racial communities that feel different from human communities, use the following guidelines.

DWARF COMMUNITIES

Dwarves rarely form small communities. The trouble of building an underground settlement is too great for one to spring up anywhere other than in an ideal location. As a result, dwarf communities are generally larger and farther apart than human communities, and they usually have a more homogenous population. Exceptions include outlying fortresses and citadels built after the formation of a major dwarf city. These establishments hold smaller populations of dwarves and are built to protect the larger city and its important trade routes. Also, dwarf communities have a higher gold piece limit than similarly sized communities of other races, which increases the community's wealth. See Community Wealth and Population, page 137 of the *Dungeon Master's Guide,* for more information.

Determine power centers, power center alignment, and highest-level locals for dwarf communities by using the guidelines in Chapter 5 of the *Dungeon Master's Guide.*

Table 8–1: Random Dwarf Community Generation

d%	Town Size	Population[1]	GP Limit[2]
01–10	Fortress	20–80	100 gp
11–20	Citadel	81–400	200 gp
21–35	Village	401–900	800 gp
36–50	Small town	901–2,000	3,000 gp
51–75	Large town	2,001–5,000	15,000 gp
76–85	Small city	5,001–12,000	40,000 gp
86–95	Large city	12,001–25,000	100,000 gp
96–100	Metropolis	25,001 or more	150,000 gp

1 Adult population. In dwarf communities, the number of nonadults ranges from 15 to 20% of the adult population.
2 Dwarf cities differ from the Random Town Generation table (page 137 of the *Dungeon Master's Guide*) in that for weapons, armor, jewels, and precious metal trade goods, the gold piece limit is five times the given gp limit for a dwarf city of a given size. In other words, a dwarf citadel—which would have a 200 gp limit on items that can be bought, sold, or exchanged—has a 1,000 gp limit for weapons, armor, jewels, or precious metal trade goods. Any other goods or trade items are held to the regular gold piece limit for a town of that size.

Table 8–2: Racial Mix of Dwarf Communities

Isolated	Mixed	Integrated
98% dwarf	90% dwarf	60% dwarf
1% gnome	6% gnome	20% gnome
1% other races	3% human	15% human
	1% other races	5% other races

Although the DM is free to modify the campaign world as needed, typically 85% of dwarf communities are isolated, 14% mixed, and 1% integrated.

GNOME COMMUNITIES

Gnome communities are generally smaller and closer together than communities of other races.

Determine power centers, power center alignment, and highest-level locals for gnome commnities by using the guidelines in Chapter 5 of the *Dungeon Master's Guide.*

Table 8–3: Random Gnome Community Generation

d%	Town Size	Population[1]	GP Limit[2]
01–20	Thorp	20–80	40 gp
21–40	Hamlet	81–400	100 gp
41–60	Village	401–900	200 gp
61–80	Small town	901–2,000	800 gp
81–95	Large town	2,001–5,000	3,000 gp
96–100	Small city	5,001–12,000	15,000 gp
—[3]	Large city	12,001–25,000	40,000 gp
—[3]	Metropolis	25,001 or more	100,000 gp

1 Adult population. In gnome communities, the number of nonadults ranges from 25 to 30% of the adult population.
2 Gnome cities differ from the Random Town Generation table (page 137 of the *Dungeon Master's Guide*) in that for jewelry, artwork, scrolls and potions, alchemical items, or masterwork gadgets, the gold piece limit is five times the given gp limit for a standard settlement of a given size. In other words, a gnome hamlet—which normally has a 100 gp limit on items that can be bought, sold, or exchanged—has a 500 gp limit for jewelry, artwork, scrolls and potions, alchemical items, or masterwork gadgets. Any other goods or trade items are held to the regular gold piece limit for a town of that size.
3 Gnome large cities and metropolises exist only where the DM chooses and are never generated randomly.

Table 8–4: Racial Mix of Gnome Communities

Isolated	Mixed	Integrated
98% gnome	85% gnome	45% gnome
1% dwarf	5% dwarf	20% dwarf
1% other races	5% human	18% human
	3% elf	15% elf
	2% other races	2% other races

Although the DM is free to modify the campaign world as needed, typically 60% of gnome communities are isolated, 25% are mixed, and 15% are integrated.

ADVENTURING IN DWARF COMMUNITIES

To anyone other than a dwarf, life in a dwarf city can seem strange. The strong acceptance (and support) of the populace for the rule of law, the riches that line the streets, the craftsmanship and attention to detail, and the hospitality nondwarves receive from everyone probably seems odd to visitors. Outsiders are generally used to a more precarious and less socially defined existence.

Dwarf cities tend strongly toward lawful power centers as a rule. In fact, dwarf society is probably one of the most consistently lawful societies on the Material Plane. Lawful good is the most common community alignment, followed by lawful neutral and lawful evil (see Table 8–5, below). Neutral- or chaotic-aligned dwarf cities are not impossible, but are more likely to be clanless freeholds or some other highly nontraditional dwarf settlement.

Table 8–5: Dwarf Power Center Alignment

d%	Alignment	d%	Alignment
01–50	Lawful good	86–90	Neutral evil
51–65	Lawful neutral	91–94	Chaotic good
66–75	Lawful evil	95–97	Chaotic neutral
76–80	Neutral good	98–100	Chaotic evil
81–85	Neutral		

Characters who find themselves in a good-aligned dwarf city can expect full and free hospitality. They will be invited to stay with people who have only just met them, although invitations are not considered grounds to overlook rude or law-breaking behavior. Complete strangers will buy them drinks or tell them war stories. At the same time, no one will ever ask them personal questions or pry into their affairs.

The rights of the many take great precedence over the rights of the individual in dwarf communities, and the rights of outsiders are even lower on the scale. Criminal and legal affairs are conducted with great solemnity and traditional ritual. Those who fail to pay these important affairs the proper respect are dealt with harshly.

ADVENTURING IN GNOME COMMUNITIES

If one word could define a gnome town, it would be "cozy." Gnome burrows are large, well appointed, and brightly lit. They typically consist of only the rooms necessary for the residents' homes and workshops, along with the customary public chambers. Gnomes rarely build into caverns, except when building large cities. Even then, the caverns are in extremely hilly regions (or old mountain ranges) and the cities within them are built close to the surface.

Many experiences in a gnome community are likely to make an outsider feel out of place. First, everything in a gnome community is built to gnome proportions. Since gnomes are among the smallest of the humanoid races, only halflings will be entirely comfortable with the scale of the furnishings, doorways, and ceilings of the dwellings in gnome towns (and even then, halflings might find things a bit too large to suit them perfectly). Dwarves will be the next most comfortable, but their bodies are far wider, thicker, and heavier than most gnome furnishings are built to accommodate. Humans and other tall races might feel awkward, since they are accustomed to a world in which everything is at least twice as large as what they will see in a gnome town. This reduction in size is likely to make larger visitors feel clumsy or disoriented. To give their oversized friends some level of comfort, most gnomes build at least one room in a public building to a scale comfortable for taller races, on the off chance that a diplomat or some other important visitor might need to stay the night.

Little physical adventuring goes on in a gnome town. Interaction is generally more geared toward social and political conflict, although a particularly hotheaded young gnome might initiate the occasional duel. Instead, adventures in gnome towns or cities probably deal with the conflicts between classes, rivalries between maesters, diplomacy between nations or merchant lords, and so forth.

Gnome cities tend toward lawful power centers, while towns tend more toward neutrality. Chaotic settlements are rare, but those that exist are likely to be smaller communities. All are generally of good alignment, though the larger the city, the more likely it will be neutral instead. Evil gnome cities or towns are a rare occurrence, and are likely to be known and reviled throughout the gnome world.

Table 8–6: Gnome Power Center Alignment

d%	Alignment	d%	Alignment
01–15	Lawful good	76–80	Neutral evil
16–25	Lawful neutral	81–90	Chaotic good
26–30	Lawful evil	91–95	Chaotic neutral
31–65	Neutral good	96–100	Chaotic evil
66–75	True neutral		

Characters who find themselves in a good-aligned gnome community can expect to be offered the "tall races" room in the public hall, and to be given a seat of honor at the next performance in the amphitheater. The colored lanterns that help guide the gnomes from one destination to another will be rendered white for the duration of the guests' stay, however, since they have no wish for the outsiders to become too familiar with the layout of their home.

The guests' hosts will be very inquisitive, asking questions on nearly every topic they can imagine. Refusing to answer, while somewhat rude, is not considered inhospitable. If visitors steal or otherwise act against their hosts, they are typically drugged or otherwise knocked unconscious, then taken out into the wilderness far away from the town. Entrances to the town will be hidden with new illusions, and the characters will be refused entrance from that time forward.

The rights of the individual weigh heavily in a gnome community, although they must be balanced with the needs of the others who live there. Criminal and legal affairs are informal if the offenses are minor or personal in nature. Serious crimes are handled in the presence of the entire town. Punishment often takes the form of public humiliation or public service, with exile reserved for the worst crimes.

SAMPLE NPCS

The following NPCs include individuals that player characters are likely to interact with, and they should make it easier for the DM to design and run adventures set in the lands of the races of stone.

The NPCs detailed here span most levels of play and fill the standard archetypes of the races of stone. Although these NPCs have good or neutral alignments, the DM can use them as foes by simply changing their alignments and alignment-related abilities (such as cleric domains and ranger favored enemies).

SAMPLE DWARF NPCS

The following dwarf NPCs represent important figures in dwarf society. Where noted, they use the optional substitution benefits presented in the Racial Substitution Levels section of Chapter 6.

Dwarf Acolyte (CR 1)

The dwarf acolyte makes an excellent addition to a company of dwarf warriors, adding healing and magical support to the dwarves' melee capabilities. If introduced as an ally, an acolyte can provide inexpensive healing and scribe 1st-level scrolls that the characters want to buy. If introduced as an antagonist, the acolyte unhesitatingly joins his fellow dwarves against the infidels who have invaded their home.

Dwarf Acolyte: Male dwarf cleric 1 of Moradin; CR 1; Medium humanoid; HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +0; Grp +2; Atk +3 melee (1d8+2, masterwork heavy mace) or +0 ranged (1d10/19–20, heavy crossbow); Full Atk +3 melee (1d8+2, masterwork heavy mace) or +0 ranged (1d10/19–20, heavy crossbow); SA turn undead 1/day (–2, 2d6–1, 1st); SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +4* (+6 against poison), Ref +0*, Will +4*; Str 14, Dex 10, Con 15, Int 12, Wis 15, Cha 6.

Skills and Feats: Appraise +1 (+3 stone- or metal-related), Concentration +6, Jump –11, Knowledge (religion) +5, Spellcraft +5; Scribe Scroll.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Cleric Spells Prepared (3/3; save DC 12 + spell level): 0—*detect magic, light, read magic;* 1st—*bless, magic stone*, shield of faith.*

*Domain spell. *Domains:* Earth (turn air creatures or rebuke earth creatures 1/day), Good (cast good spells at +1 caster level).

Possessions: Splint mail, masterwork light steel shield, masterwork heavy mace, heavy crossbow, 10 bolts, *potion of cure light wounds,* 100 gp.

Dwarf Arcane Smith (CR 13)

The arcane smith is a powerful spellcaster with the ability to create almost any type of magic item. As an ally, an arcane smith can forge many of the items that characters will be interested in purchasing, and he could serve the group in this role for an entire campaign. As an antagonist, the arcane smith might be seeking magic items that the players own to further his personal power or magical research.

Arcane Smith: Male dwarf wizard 13; CR 13; Medium humanoid; HD 13d4+39; hp 73; Init +1; Spd 20 ft.; AC 18, touch 13, flat-footed 17; Base Atk +6; Grp +6; Atk +7 melee (1d4+1/19–20, *+1 dagger*) or +8 ranged (1d4+1/19–20, *+1 dagger*); Full Atk +7/+2 melee (1d4+1/19–20, *+1 dagger*) or +8 ranged (1d4+1/19–20, *+1 dagger*); SA —; SQ darkvision 60 ft., dwarf traits, empathic link, rat familiar, *scry* on familiar, share spells; AL NG; SV Fort +10* (+12 against poison), Ref +6*, Will +10*; Str 10, Dex 13, Con 16, Int 20, Wis 12, Cha 6.

Skills and Feats: Appraise +5 (+7 alchemy or +9 stone- or metal-related), Concentration +19, Craft (alchemy) +21, Craft (armorsmithing) +12, Craft (stonemasonry) +23, Craft (weaponsmithing) +23, Jump –6, Knowledge (arcana) +21, Spellcraft +23; Brew Potion, Craft Magic Arms and Armor[B], Craft Wand[B], Craft Wondrous Item, Forge Ring, Greater Spell Penetration, Scribe Scroll[B], Spell Penetration.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Empathic Link (Su): This arcane smith can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Rat Familiar: This creature grants its master a +2 bonus on Fortitude saves. It also grants Alertness as long as it is within 5 feet (the Alertness bonus is not factored into the statistics above). The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

Rat Familiar: CR —; Tiny magical beast; HD 13; hp 36; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 21, touch 14, flat-footed 19; Base Atk +6; Grp –6; Atk +10 melee (1d3–4, bite); Full Atk +10 melee (1d3–4, bite); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, low-light vision, scent, speak with master, speak with rats, spell resistance 18; AL N; SV Fort +4, Ref +6, Will +9; Str 2, Dex 15, Con 10, Int 12, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse.

Deliver Touch Spells (Su): This familiar can deliver touch spells for its master. If the master and the familiar are in contact at the time the master casts a touch spell, the master can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Speak with Master (Ex): This arcane smith and his familiar can communicate verbally as if using a common language. Other creatures do not understand the communication without magical help.

Speak with Rats (Ex): This familiar can communicate with animals of approximately the same kind as itself (including dire varieties).

Scry on Familiar (Sp): This arcane smith can scry on his familiar as if casting the *scrying* spell once per day.

Share Spells (Ex): This arcane smith may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Wizard Spells Prepared (4/6/5/5/5/4/2/1; save DC 15 + spell level): 0—*detect magic* (2), *detect poison, read magic;* 1st—*expeditious retreat, identify, mage armor, magic missile* (2),

shield; 2nd—*bear's endurance* (2), *scorching ray* (2), *see invisibility*; 3rd—*dispel magic, displacement, fireball* (2), *haste*; 4th—*dimension door* (2), *greater invisibility, stoneskin, wall of fire*; 5th—*cone of cold, hold monster, sending, teleport*; 6th—*analyze dweomer, greater dispel magic*; 7th—*summon monster VII*.

Spellbook: 0—all; 1st—*charm person, expeditious retreat, identify, mage armor, magic missile, magic weapon, shield, true strike*; 2nd—*bear's endurance, scorching ray, see invisibility, spider climb*; 3rd—*dispel magic, displacement, fireball, haste*; 4th—*dimension door, greater invisibility, stoneskin, wall of fire*; 5th—*cone of cold, hold monster, Rary's telepathic bond, sending, teleport*; 6th—*analyze dweomer, greater dispel magic, legend lore, shadow walk*; 7th—*project image, summon monster VII*.

Possessions: +1 *dagger, headband of intellect* +2, *amulet of natural armor* +2, *bracers of armor* +3, *cloak of resistance* +1, *ring of protection* +2, diamond dust (500 gp), incense (250 gp), 4 pearls (100 gp each), ruby lens in small golden hoop (1,500 gp), 4 strips of ivory (50 gp each).

Dwarf Curate (CR 7)

The dwarf curate leads the regular worship ceremonies honoring Moradin and other dwarven deities. In small communities, she is the spiritual leader of the entire clan. In larger communities, she may oversee limited areas of religious life or individual temples dedicated to various elements of the dwarven religion. Player characters might come to her in need of healing and other restorative magic, which she happily trades for appropriate donations of gold, gems, and jewelry.

Dwarf Curate: Female dwarf cleric 7 of Moradin; CR 7; Medium humanoid; HD 6d8+12 plus 1d10+2; hp 49; Init –1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +5; Grp +5; Atk +6 melee (1d8+3/×3, +1 *warhammer*); Full Atk +6 melee (1d8+3/×3, +1 *warhammer*); SA hammer specialist, turn undead 4/day (+3, 2d6+8, 7th); SQ darkvision 60 ft., dwarf traits, racial substitution level (cleric 4th); AL LG; SV Fort +7* (+9 against poison), Ref +1*, Will +8*; Str 10, Dex 8, Con 14, Int 13, Wis 16, Cha 12.

Skills and Feats: Appraise +1 (+3 stone- or metal-related), Concentration +7, Diplomacy +10, Jump –11, Knowledge (religion) +6, Sense Motive +10, Spellcraft +5; Brew Potion, Martial Weapon Proficiency (warhammer)[B], Negotiator, Scribe Scroll.

Hammer Specialist (Ex): This dwarf curate has the Martial Weapon Proficiency (warhammer) feat, and she also gains a +2 bonus on damage rolls when wielding a warhammer in melee.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Cleric Spells Prepared (6/6/4/4/2; save DC 13 + spell level): 0—*create water, detect magic, detect poison, light, mending, read magic*; 1st—*bless, bless water, comprehend languages, protection from evil, sanctuary*, shield of faith*; 2nd—*augury, lesser restoration, shield other*, zone of truth*; 3rd—*magic vestment, protection from energy*, remove curse, remove disease*; 4th—*holy smite*, restoration*.

*Domain spell. *Domains:* Good (cast good spells at +1 caster level), Protection (protective ward grants +7 resistance bonus on next save, 1/day).

Possessions: +1 *full plate*, masterwork light steel shield, +1 *warhammer*, scroll of *divination*, scroll of *greater magic weapon*, scroll of *remove blindness/deafness*, 5 pounds of silver (25 gp), augury tokens (25 gp), diamond dust (300 gp), incense (100 gp), 2 platinum rings (50 gp each).

Dwarven Defender (CR 12)

The dwarven defender is a staunch protector of dwarven lands. He might be the captain of an elite guard force or a powerful individual adventurer. As an ally, a dwarven defender can give the players access to dwarven realms, act as a powerful patron, or provide substantial muscle. As an antagonist, the defender is a dangerous melee threat capable of withstanding a tremendous amount of damage.

Dwarven Defender: Male dwarf fighter 7/dwarven defender 5; CR 12; Medium humanoid; HD 1d12+3 plus 6d10+18 plus 5d12+15 plus 3; hp 116; Init +3; Spd 15 ft.; AC 29, touch 11, flat-footed 29; Base Atk +12; Grp +17; Atk +20 melee (1d10+9/×3, +2 *dwarven waraxe*) or +14 ranged (1d8+4/×3, masterwork composite longbow); Full Atk +20/+15/+10 melee (1d10+9/×3, +2 *dwarven waraxe*) or +14/+9/+4 ranged (1d8+4/×3, masterwork composite longbow); SA axe focus, defensive stance 3/day; SQ darkvision 60 ft., dwarf traits, racial substitution level (fighter 1st), trap sense +1, uncanny dodge; AL LG; SV Fort +13* (+15 against poison), Ref +5*, Will +8* (+12 against fear); Str 20, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Appraise +0 (+2 stone- or metal-related), Climb +9, Jump –13, Listen +6, Spot +11, Swim +0; Battle Hardened*, Dodge[B], Dwarven Armor Proficiency*[B], Endurance, Greater Heavy Armor Optimization*, Heavy Armor Optimization*[B], Toughness, Weapon Specialization (dwarven waraxe)[B].

*New feat described in Chapter 6.

Axe Focus (Ex): This dwarven defender has a +1 bonus on attack rolls with a battleaxe, dwarven waraxe, greataxe, handaxe, throwing axe, or the axe head of a dwarven urgrosh.

Defensive Stance (Ex): Three times per day, this dwarven defender can assume a defensive stance that lasts for 8 rounds. While using this ability, the defender cannot move from the spot he is defending. The following changes are in effect as long as he maintains the defensive stance: hp 140; AC 33, touch 15, flat-footed 33; Grp +18; Atk +21 melee (1d10+9/×3, +2 *dwarven waraxe*); Full Atk +21/+16/+11 melee (1d10+9/×3, +2 *dwarven waraxe*); SV Fort +17* (+19 against poison), Ref +7*, Will +10* (+14 against fear); Str 22, Con 20.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Trap Sense (Ex): Against attacks by traps, this dwarven defender gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Uncanny Dodge (Ex): This dwarven defender can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +2 mountain plate, +1 heavy steel shield, +2 dwarven waraxe,* masterwork composite longbow (+4 Str bonus), 20 arrows, 10 silvered arrows, 10 cold iron arrows, *gauntlets of ogre power, amulet of natural armor +1, cloak of resistance +1, eyes of the eagle, ring of protection +1.*

*New equipment described in Chapter 7.

Dwarf Dungeoneer (CR 8)

The dwarf dungeoneer is an expert at underground travel and exploration. As an ally, a dungeoneer can provide adventure leads, guide the party through dangerous areas, and provide extra muscle in a fight. As an antagonist, a dungeoneer can track the player characters, set up deadly ambushes, and lead the party into traps.

Dwarf Dungeoneer: Male dwarf rogue 4/ranger 4; CR 8; Medium humanoid; HD 4d6+12 plus 4d8+12; hp 58; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +7; Grp +10; Atk +11 melee (1d6+4, *+1 throwing axe*) or +10 ranged (1d6+4, *+1 throwing axe*); Full Atk +11/+6 melee (1d6+4, *+1 throwing axe*); or +9/+4 melee (1d6+4, *+1 throwing axe*) and +9 melee (1d6+2, *+1 throwing axe*); or +10/+5 ranged (1d6+4, *+1 throwing axe*); SA combat style (two-weapon combat), favored enemy goblinoids +2, sneak attack +2d6; SQ animal companion, darkvision 60 ft., dwarf traits, evasion, link with companion, trap sense +1, trapfinding, uncanny dodge, wild empathy +2 (–2 magical beasts); AL NG; SV Fort +9* (+11 against poison), Ref +11*, Will +4*; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Appraise +0 (+2 stone- or metal-related), Climb +7, Disable Device +10, Hide +11, Jump –3, Listen +12, Open Lock +10, Search +11, Spot +12, Survival +11 (+13 following tracks), Swim +7; Endurance[B], Point Blank Shot, Quick Draw, Track[B], Two-Weapon Fighting[B], Weapon Focus (throwing axe).

Favored Enemy (Ex): This dungeoneer gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Sneak Attack (Ex): This dungeoneer deals an extra 2d6 points of damage against flat-footed opponents within 30 feet, or against targets he is flanking. Creatures that do not have a discernible anatomy or that are immune to extra damage from critical hits are immune to sneak attacks.

Animal Companion: This dungeoneer has a badger as an animal companion. This creature is a loyal companion that accompanies him on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Badger Animal Companion: CR —; Small magical beast; HD 1d8+2; hp 6; Init +3; Spd 30 ft., burrow 10 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –5; Atk +4 melee (1d2–1, claw); Full Atk +4 melee (1d2–1, 2 claws) and –1 melee (1d3–1, bite); SA rage; SQ bonus trick, low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track[B], Weapon Finesse.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The following changes are in effect as long as it rages: hp 8; AC 13, touch 12, flat-footed 10; Grp –3; Atk +4 melee (1d2+1, claw); Full Atk +4 melee (1d2+1, 2 claws) and –1 melee (1d3, bite); SV Fort +6; Str 12, Con 19.

A badger can't end its rage voluntarily.

Bonus Trick: This badger is capable of learning one trick in addition to any that the dungeoneer might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The dungeoneer selects this bonus trick, and once selected, it can't be changed.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Evasion (Ex): If this dungeoneer is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Link with Companion (Ex): This dungeoneer can handle his animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Trap Sense (Ex): Against attacks by traps, this dungeoneer gets a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Trapfinding (Ex): This dungeoneer can find, disarm, or bypass traps with a DC higher than 20. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it).

If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): This dungeoneer can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: +1 studded leather, 2 +1 throwing axes, masterwork silvered throwing axe, masterwork cold iron throwing axe, 10 throwing axes, *cloak of resistance +1.*

Dwarf Lieutenant (CR 5)

Having served his nation or city for several years, the lieutenant is an elite warrior. If used as an ally, a lieutenant can provide substantial martial aid or help the characters navigate a dwarf city. If used as an antagonist, a lieutenant provides a dangerous melee threat.

Dwarf Lieutenant: Male dwarf fighter 5; CR 5; Medium humanoid; HD 2d12+6 plus 3d10+9; hp 50; Init +5; Spd 20 ft.; AC 24, touch 11, flat-footed 23; Base Atk +5; Grp +8; Atk +10 melee (1d10+3/×3, masterwork dwarven waraxe) or +7 ranged (1d8+3/×3, masterwork composite longbow); Full Atk +10 melee (1d10+3/×3, masterwork dwarven waraxe) or +7 ranged (1d8+3/×3, masterwork composite longbow); SA axe focus, racial foes; SQ darkvision 60 ft., dwarf traits, racial substitution levels (fighter 1st, 2nd); AL LG; SV Fort +7* (+9 against poison), Ref +2*, Will +2*; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Appraise +0 (+2 stone- or metal-related), Climb +5, Jump –10, Ride +11; Cleave[B], Dwarven Armor Proficiency*, Heavy Armor Optimization*[B], Improved Initiative, Power Attack[B].

*New feat described in Chapter 6.

Axe Focus (Ex): This dwarf lieutenant has a +1 bonus on attack rolls with a battleaxe, dwarven waraxe, greataxe, handaxe, throwing axe, or the axe head of a dwarven urgrosh.

Racial Foes (Ex): This dwarf lieutenant has a +2 bonus on weapon damage rolls against orcs, goblinoids, and giants.

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

*Possessions: +1 battle plate**, masterwork heavy steel shield, masterwork dwarven waraxe, masterwork composite longbow (+3 Str bonus), 20 arrows, 10 silvered arrows, 10 cold iron arrows, 300 gp.

*New equipment described in Chapter 7.

Dwarf Sergeant (CR 2)

The dwarf sergeant trains and drills the rank-and-file members of the dwarven military. She follows the orders of dwarf lieutenants (see above) who lead squads of one to two dozen dwarf soldiers. Sergeants typically don't entertain dreams of adventure or glory, instead choosing to serve and protect as best they can.

Dwarf Sergeant: Female dwarf warrior 3; CR 2; Medium humanoid; HD 3d8+6; hp 19; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +3; Grp +4; Atk +6 melee (1d10+1/×3, masterwork dwarven waraxe) or +4 ranged (1d10/19–20, masterwork heavy crossbow); Full Atk +6 melee (1d10+1/×3, masterwork dwarven waraxe) or +4 ranged (1d10/19–20, masterwork heavy crossbow); SA —; SQ darkvision 60 ft., dwarf traits; AL LN; SV Fort +5* (+7 against poison), Ref +1*, Will +0*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +0 (+2 stone- or metal-related), Climb –2, Craft (armorsmithing) +4, Craft (weaponsmithing) +4, Jump –14, Listen +2, Spot +2; Alertness, Weapon Focus (dwarven waraxe).

Dwarf Traits: Dwarves have stonecunning, which grants them a +2 racial bonus on Search checks to notice unusual stonework. A dwarf who merely comes within 10 feet of it can make a Search check as if actively searching.

When standing on the ground, dwarves are exceptionally stable and have a +4 bonus on ability checks made to resist being bull rushed or tripped. They have a +1 racial bonus on attacks against orcs and goblinoids. Dwarves have a +4 racial bonus to Armor Class against giants.

*Dwarves have a +2 racial bonus on saving throws against spells and spell-like effects.

Possessions: Half-plate, heavy steel shield, masterwork dwarven waraxe, masterwork heavy crossbow, 10 bolts, *potion of cure moderate wounds*, 25 pp.

DWARF GROUPS

Dwarves assemble in a wide variety of groups. This section presents some common collections of dwarves to use in your campaign, using the sample characters presented in this book. Each includes an Encounter Level (EL) or range of ELs to help assess its toughness.

Clan Defense Team (EL 1 to 2): 1d3+1 dwarf warriors (see page 91 of the *Monster Manual*).

Clan Defense Team, Elite (EL 10–12): 1d10+10 dwarf warriors, 2 dwarf sergeants, 1 dwarven defender.

Exploration Team (EL 9–10): 1d3+1 dwarf sergeants, 1 deepwarden (see Chapter 5: Prestige Classes).

Temple Keepers (EL 7): 1d3+1 dwarf acolytes, 1 dwarf curate.

War Party (EL 7–8): 1d10+10 dwarf warriors, 2 dwarf sergeants.

War Party, Elite (EL 10–12): 1d10+10 dwarf warriors, 2 dwarf sergeants, 1 battlesmith (see Chapter 5: Prestige Classes).

SAMPLE GNOME NPCS

The following gnome NPCs represent important figures in gnome society. Where noted, they use the optional racial substitution benefits presented in the Racial Substitution Levels section of Chapter 6.

Gnome Guardian (CR 7)

The gnome guardian is the religious leader of a small community of gnomes. As an ally, he can provide versatile healing and manufacture divine scrolls. As an antagonist, a guardian might command groups of undead or support more mobile or physically dangerous gnome troops.

Gnome Guardian: Male gnome cleric 7 of Garl Glittergold; CR 7; Small humanoid; HD 7d8+14; hp 49; Init +0; Spd 15 ft.; AC 22, touch 11, flat-footed 22, Base Atk +5; Grp +1; Atk +7 melee (1d6, masterwork heavy mace) or +7 ranged (1d8/19–20 masterwork heavy crossbow); Full Atk +7 melee (1d6, masterwork heavy mace) or +7 ranged (1d8/19–20 masterwork heavy crossbow); SA spell-like abilities, turn undead 5/day (+2, 2d6+9, 7th); SQ gnome traits, low-light vision; AL NG; SV Fort +8*, Ref +3*, Will +9*; Str 10, Dex 10, Con 15, Int 8, Wis 16, Cha 14.

Skills and Feats: Concentration +12 (+16 when casting defensively), Jump –14, Listen +5; Combat Casting, Divine Spellshield*, Scribe Scroll.

*New feat described in Chapter 6.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 12), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level, 14 + spell level for illusion spells): 0—*detect magic* (2), *light* (2), *guidance, read magic*; 1st—*bless* (2), *comprehend languages, protection from evil, shield of faith, sanctuary**; 2nd—*align weapon, bear's endurance, bull's strength, hold person, invisibility**; 3rd—*dispel magic, invisibility purge, protection from energy*, searing light*; 4th—*confusion*, divine power.*

*Domain spell. *Domains:* Protection (protective ward grants +7 resistance bonus on next save, 1/day), Trickery (Bluff, Disguise, Hide are class skills).

Possessions: +1 full plate, +1 light steel shield, masterwork heavy mace, masterwork heavy crossbow, 20 bolts, 10 silvered bolts, 10 cold iron bolts, *cloak of resistance +1.*

Gnome Lieutenant (CR 5)

The gnome lieutenant typically leads exploration and defense forces of the gnome community. She favors stealth over sheer power and ranged combat over melee fighting.

Gnome Lieutenant: Female gnome ranger 5; CR 5; Small humanoid; HD 5d8+10; hp 36; Init +3; Spd 20 ft.; AC 18, touch 14, flat-footed 15; Base Atk +5; Grp +2; Atk +8 melee (1d4+1/19–20 masterwork longsword) or +11 ranged (1d6+2/×3, *+1 composite longbow*); Full Atk +8 melee (1d4+1/19–20 masterwork longsword) or +9/+9 ranged (1d6+2/×3, *+1 composite longbow*); SA combat style (archery), gnome favored enemy goblinoids +6, gnome favored enemy giants +3, spell-like abilities; SQ burrowing animal companion, gnome traits, link with companion, low-light vision, racial substitution levels (ranger 1st, ranger 4th), wild empathy +5 (+1 magical beasts); AL NG; SV Fort +6*, Ref +7*, Will +2*; Str 12, Dex 16, Con 15, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +15, Jump –5, Listen +13, Ride +12, Spot +10, Survival +10; Endurance[B], Mounted Combat, Rapid Shot[B], Track[B], Weapon Focus (longbow).

Gnome Favored Enemy (Ex): This lieutenant gains the indicated bonus on her Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. She gets the same bonus on weapon damage rolls against creatures of this type.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 10), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute). This gnome lieutenant can use *speak with animals* to communicate with her dire badger animal companion at will.

Burrowing Animal Companion (Ex): This lieutenant has a dire badger as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Dire Badger Animal Companion: CR —; Medium magical beast; HD 3d8+15; hp 28; Init +3; Spd 30 ft., burrow 10 ft.; AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d4+2, claw); Full Atk +4 melee (1d4+2, 2 claws) and –1 melee (1d6+1, bite); SA rage; SQ bonus trick, low-light vision, scent; SV Fort +7, Ref +6, Will +4; Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +6, Spot +6; Alertness, Toughness, Track[B].

Rage (Ex): Once per day, a dire badger can enter a state of fierce rage that lasts for 9 rounds. The following changes are in effect as long as it rages: hp 34; AC 14, touch 11, flat-footed 11; Grp +6; Atk +6 melee (1d4+4, claw); Full Atk +6 melee (1d4+4, 2 claws) and +1 melee (1d6+2, bite); SV Fort +9; Str 18, Con 23.

Bonus Trick: This dire badger is capable of learning one trick in addition to any that the lieutenant might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The lieutenant selects this bonus trick, and once selected, it can't be changed.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Link with Companion (Ex): This lieutenant can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Ranger Spells Prepared (1; save DC 11 + spell level): 1st—*longstrider.*

Possessions: +1 studded leather, masterwork longsword, *+1 composite longbow* (+1 Str bonus), 20 arrows, 10 silvered arrows, 10 cold iron arrows.

Gnome Sergeant (CR 2)

Gnome sergeants train low-ranking gnome warriors and other defenders of the community. Most choose to sacrifice mobility for protection since they don't expect to be able to fall back from their posts. Instead, they are expected to hold the line while spellcasters and crossbow-firing warriors support them from the back ranks.

Gnome Sergeant: Male gnome warrior 3; CR 2; Small humanoid; HD 3d8+6; hp 19; Spd 15 ft.; AC 21, touch 11, flat-footed 21; Base Atk +3; Grp –1; Atk +3 melee (1d6/19–20, masterwork longsword) or +5 ranged (1d6/19–20, masterwork light crossbow); Full Atk +3 melee (1d6/19–20, masterwork longsword) or +5 ranged (1d6/19–20, masterwork light crossbow); SA spell-like abilities; SQ gnome traits, low-light vision; AL NG; SV Fort +5*, Ref +1*, Will +2*; Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide –11, Jump –24, Listen +4, Spot +2; Iron Will, Weapon Focus (longsword).

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Possessions: Masterwork banded mail, tower shield, masterwork longsword, masterwork light crossbow with 10 bolts, 2 *potions of cure light wounds*, *potion of bear's endurance*, 25 gp.

Gnome Scout (CR 3)

Mounted on a powerful riding dog, the gnome scout combines great mobility with deadly ranged attacks. If introduced as an ally, a gnome scout can provide adventure hooks, help track monsters or other villains, and help adventurers navigate through the wilderness. If introduced as an antagonist, a gnome scout fights from a distance, sending arrows toward the characters and then vanishing into the forest before they can retaliate.

Gnome Scout: Male gnome ranger 3; CR 3; Small humanoid; HD 3d8+6; hp 23; Init +2; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +0; Atk +6 melee (1d6+1/19–20, masterwork longsword) or +7 ranged (1d6+1/×3, masterwork composite longbow); Full Atk +6 melee (1d6+1/19–20, masterwork longsword) or +5/+5 ranged (1d6+1/×3, masterwork composite longbow); SA combat style (archery), gnome favored enemy goblinoids +3, spell-like abilities; SQ gnome traits, low-light vision, racial substitution level (ranger 1st), wild empathy +3 (–1 magical beasts); AL NG; SV Fort +5*, Ref +5*, Will +2*; Str 12, Dex 15, Con 15, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +12, Jump –5, Listen +9, Ride +8, Spot +7, Survival +7; Endurance[B], Mounted Combat, Point Blank Shot, Rapid Shot[B], Track[B].

Gnome Favored Enemy (Ex): This scout gains the indicated bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 10), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Possessions: +1 studded leather, masterwork longsword, masterwork composite longbow (+1 Str bonus), 20 arrows, 10 silvered arrows, 10 cold iron arrows, riding dog mount with studded leather barding.

Gnome Storyteller (CR 9)

The gnome storyteller is a versatile NPC who can serve as a willing ally or manipulative antagonist. As an ally, he can bring interesting rumors to the characters' attention, provide some spellcasting assistance, and answer questions about even obscure topics because of his bardic knowledge ability. As an antagonist, a gnome storyteller proves a surprisingly effective leader of lower-level creatures, bolstering their abilities, charming and confusing the characters, and providing a deadly ranged threat as well.

Gnome Storyteller: Male gnome bard 9; CR 9; Small humanoid; HD 9d6+18; hp 52; Init +2; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +2; Atk +8 melee (1d4/18–20, masterwork rapier) or +10 ranged (1d4+1/×3, *+1 shortbow*); Full Atk +8/+3 melee (1d4/18–20, masterwork rapier) or +8/+8/+3 ranged (1d4+1/×3, *+1 shortbow*); SA spell-like abilities; SQ bardic knowledge +15, bardic music 9/day (counter fear, *fascinate,* inspire competence, inspire courage +2, inspire spellpower, phantasmal song), gnome traits, low-light vision, racial substitution levels (bard 1st, bard 6th); AL NG; SV Fort +6*, Ref +9*, Will +6*; Str 10, Dex 14, Con 14, Int 10, Wis 8, Cha 18.

Skills and Feats: Bluff +16, Concentration +14, Diplomacy +20, Disguise +4 (+6 to act in character), Intimidate +6, Jump –7, Knowledge (history) +16, Listen +1, Perform (sing) +16, Sense Motive +11; Inspire Spellpower*, Point Blank Shot, Precise Shot, Rapid Shot.

*New feat described in Chapter 6.

Spell-Like Abilities: 1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute).

Counter Fear (Su): This storyteller can counter magical effects that cause fear. Allies within 30 feet of the storyteller that are affected by a fear effect may use the storyteller's Perform check result in place of their saving throws, if desired. Counter fear lasts for 10 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear this storyteller gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Fascinate (Sp): This storyteller can cause up to three creatures within 90 feet that can see and hear him to become fascinated with him (sit quietly, –4 penalty on skill checks made as reactions, such as Listen and Spot checks). The storyteller's Perform check result is the DC for the opponent's Will save.

Any obvious threat breaks the effect. Fascination lasts for 9 rounds.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Inspire Courage (Su): Allies (including the bard) who can hear this storyteller receive a +2 morale bonus on saves against charm and fear effects, and a +2 morale bonus on attack rolls and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear the storyteller.

Inspire Spellpower (Su): The effective caster level of spellcasting allies who can hear this storyteller is increased by 1. The effect lasts for 5 rounds after the ally can no longer hear the storyteller.

Phantasmal Song (Su): Creatures within 30 feet of this storyteller that can hear him must make a DC 18 Will save each round they hear the phantasmal song until they make a successful save. Failure means a creature is shaken in the first round it hears the song, frightened in the second round, and panicked in the third and following rounds. The effect lasts for 1 round after the creature can no longer hear the storyteller.

Bard Spells Known (3/4/4/3; save DC 14 + spell level, 15 + spell level for illusion spells): 0—*dancing lights, ghost sound, light, mage hand, message, prestidigitation*; 1st—*charm person, comprehend languages, cure light wounds, expeditious retreat*; 2nd—*cat's grace, hold person, minor image, mirror image*; 3rd—*confusion, displacement, haste.*

Possessions: +1 chain shirt, masterwork rapier, *+1 shortbow,* 20 arrows, 10 silvered arrows, 10 cold iron arrows, *cloak of Charisma +2, amulet of natural armor +1, cloak of resistance +1.*

Gnome Trickster (CR 11)

The gnome trickster is an inventive individual who can adapt his spells and skills to nearly any situation. As an ally, a gnome trickster can help the characters through a trap-filled dungeon, aid in combat, or identify and possibly buy magic items. As an antagonist, a trickster can plan deadly ambushes along with other foes, trouble the party with spells and ranged attacks while eluding their counterattacks, or even sneak ahead of the group, warning their opponents of their approach.

Gnome Trickster: Male gnome rogue 3/illusionist 5/arcane trickster 3; CR 11; Small humanoid; HD 3d6+9 plus 5d4+15 plus 3d4+9; hp 66; Init +3; Spd 20 ft.; AC 18, touch 15, flat-footed 15; Base Atk +5; Grp +1; Atk +7 melee (1d3/19–20, masterwork dagger) or +10 ranged (1d4/×3, *+1 shortbow*); Full Atk +7 melee (1d3/19–20, masterwork dagger) or +10 ranged (1d4/×3, *+1 shortbow*); SA impromptu sneak attack 1/day, sneak attack +3d6, spell-like abilities; SQ extended illusions, gnome traits, low-light vision, racial substitution level (illusionist 5th), ranged legerdemain 1/day; AL CG; SV Fort +6*, Ref +10*, Will +7*; Str 10, Dex 16, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats: Balance +5, Concentration +17, Decipher Script +11, Disable Device +20, Escape Artist +10, Hide +11, Jump –1, Knowledge (arcana) +9, Listen +9, Move Silently +7, Open Lock +19, Search +18, Spellcraft +17, Spot +12, Tumble +8, Use Rope +3 (+5 involving bindings); Greater Spell Focus (illusion), Scribe Scroll, Silent Spell, Spell Focus (illusion), Spell Penetration.

Impromptu Sneak Attack (Ex): Once per day, this trickster can declare an attack to be a sneak attack.

Sneak Attack (Ex): This trickster deals an extra 2d6 points of damage against flat-footed opponents within 30 feet, or against targets he is flanking. Creatures that do not have a discernible anatomy or that are immune to extra damage from critical hits are immune to sneak attacks.

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute).

Extended Illusions (Su): For this trickster, the duration of any illusion spell with a noninstantaneous duration that he casts is doubled. A spell with a duration of concentration lasts for the duration of the trickster's concentration + 1d4 rounds. A spell with a duration of concentration + a certain increment of time lasts for the duration of the trickster's concentration + double that increment of time.

Gnome Traits: Gnomes have a +1 racial bonus on attack rolls against kobolds and goblinoids. Gnomes have a +4 racial bonus to Armor Class against giants.

*Gnomes have a +2 racial bonus on saving throws against illusions.

Ranged Legerdemain (Su): Once per day, this trickster can use Disable Device, Open Lock, or Sleight of Hand at a range of up to 30 feet. Doing so increases the DC of the check by 5.

Wizard Spells Prepared: (5/6/5/5/4; save DC 14 + spell level, 17 + spell level for illusion spells): 0—*detect magic, ghost sound*, light, mage hand, open/close*; 1st—*charm person, color spray*, mage armor, magic missile* (2), *true strike*; 2nd—*cat's grace, mirror image*, scorching ray, see invisibility, spider climb*; 3rd—*displacement*, fireball* (2), *haste, sleet storm*; 4th—*dimension door, greater invisibility*, phantasmal killer** (2).

Spellbook: 0—all except *disrupt undead, resistance,* and *touch of fatigue*; 1st—*charm person, color spray*, identify, mage armor, magic missile, silent image*, true strike*; 2nd—*cat's grace, mirror image*, scorching ray, see invisibility, spider climb*; 3rd—*displacement*, fireball, haste, sleet storm*; 4th—*dimension door, greater invisibility*, phantasmal killer*, shout.*

*These spells belong to the school of illusion, which is this character's specialty. Prohibited schools: abjuration, necromancy.

Possessions: Masterwork dagger, *+1 shortbow,* 20 arrows, 10 cold iron arrows, 10 silvered arrows, *gloves of Dexterity +2, headband of intellect +2, amulet of natural armor +1, bracers of armor +2, eyes of the eagle, ring of protection +1, potion of cure moderate wounds,* masterwork thieves' tools.

GNOME GROUPS

Gnomes congregate in a wide variety of groups. This section presents some typical examples for quick reference and to serve as a springboard for your own ideas. Each includes an Encounter Level (EL) to help assess its relative toughness.

Guerrilla Company (EL 1–2): 1d3+1 gnome warriors (see page 132 of the *Monster Manual*).

Guerrilla Company, Elite (EL 8–9): 1d10+10 gnome warriors, 2 gnome sergeants, 1 gnome lieutenant.

Magical Strike Team (EL 14): 3 gnome sergeants, 1 divine prankster (see Chapter 5: Prestige Classes), 1 gnome trickster, 1 shadowcraft mage (see Chapter 5: Prestige Classes).

Scouting Company (EL 6): 1d4+1 gnome scouts, 1 gnome lieutenant.

Temple Wardens (EL 7): 1d3+1 gnome warriors, 1 gnome guardian.

Traveling Minstrel Group (EL 10): 1d3+1 gnome warriors, 1 gnome scout, 1 gnome storyteller.

SAMPLE GOLIATH NPCS

The following goliath NPCs represent important figures in goliath society. Where noted, they use the optional substitution class features presented in the Racial Substitution Levels section of Chapter 6: Character Options.

Goliath Evangelist (CR 8)

The goliath evangelist is one of a small but growing number of goliaths who follow a different path of divine magic: that of the cleric. He is typically friendly and outgoing, if sometimes a bit overbearing. He is often encountered traveling between goliath tribes.

Goliath Evangelist: Male goliath cleric 7 of Kavaki; CR 8; Medium monstrous humanoid; HD 7d8+14 plus 3; hp 52; Init –1; Spd 20 ft.; AC 21, touch 10, flat-footed 21; Base Atk +5; Grp +10; Atk +7 melee (2d6+2, Large *+1 morningstar*); Full Atk +7 melee (2d6+2, Large *+1 morningstar*); SA turn undead 5/day (+2, 2d6+9, 7th); SQ goliath traits; AL NG; SV Fort +7, Ref +1, Will +8; Str 12, Dex 8, Con 15, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +16 (+20 casting defensively), Diplomacy +10 (+12 against goliaths), Jump –10, Knowledge (religion) +5, Sense Motive +9; Auspicious Marking*, Combat Casting, Toughness.

*New feat described in Chapter 6.

Goliath Traits (Ex): This evangelist's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. He can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. He is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Cleric Spells Prepared (6/6/5/4/2; save DC 13 + spell level): 0—*create water, detect magic, detect poison, light, mending, purify food and drink;* 1st—*bless, comprehend languages, endure elements, entropic shield, longstrider*, protection from evil;* 2nd—*bull's strength, delay poison, eagle's splendor, enthrall, shield other**; 3rd—*create food and water, dispel magic, fly*, searing light;* 4th—*dimension door*, discern lies.*

*Domain spell. *Domains:* Protection (protective ward grants +7 resistance bonus on next save, 1/day), Travel (freedom of movement up to 7 rounds/day; Survival is class skill).

Possessions: +1 full plate, +1 light steel shield, Large *+1 morningstar, ring of protection +1,* scroll of *neutralize poison*, 25 gp.

Goliath Hunter (CR 2)

The goliath hunter is a skilled wilderness warrior. He serves his tribe in war parties, defense forces, scouting bands, and a variety of other groups.

Goliath Hunter: Male goliath barbarian 1; CR 2; Medium monstrous humanoid; HD 1d12+2; hp 14; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +9; Atk +7 melee (3d6+6/×3, Large masterwork greataxe) or +2 ranged (2d6+4/×3, Large composite longbow); Full Atk +7 melee (3d6+6/×3, Large masterwork greataxe) or +2 ranged (2d6+4/×3, Large composite longbow); SA mountain rage 1/day; SQ fast movement, goliath traits, illiteracy, racial substitution level (barbarian 1st); AL CN; SV Fort +4, Ref +1, Will +1; Str 19, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Jump +5, Listen +5, Sense Motive +3, Survival +5; Weapon Focus (greataxe).

Mountain Rage (Ex): Once per day, this hunter can enter a mountain rage that lasts for 7 rounds. The following changes are in effect as long as he rages: Large monstrous humanoid; hp 16; AC 13, touch 8, flat-footed 12; Grp +12; Atk +9 melee (3d6+10/×3, masterwork greataxe) or +1 ranged (2d6+4/×3, Large composite longbow [+4 Str bonus]); Full Atk +9 melee (3d6+10/×3, masterwork greataxe) or +1 ranged (2d6+4/×3, Large composite longbow); Space/Reach 10 ft./10 ft.; SV Fort +6, Will +3; Str 25, Con 18; Climb +8, Jump +8. The hunter can still wield only Large weapons. At the end of his rage, the hunter is fatigued for the duration of the encounter.

Goliath Traits (Ex): This hunter's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. He can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. He is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Possessions: Masterwork breastplate, Large masterwork greataxe, Large composite longbow (+4 Str bonus), 20 Large arrows, backpack, 3 days' rations, waterskin.

Goliath Raider (CR 5)

The goliath raider is an elite warrior and hunter of the tribe. She can be encountered singly, perhaps on the trail of a marauding giant or similar enemy, or as part of a hunting or war party.

Goliath Raider: Female goliath barbarian 4; CR 5; Medium monstrous humanoid; HD 4d12+8; hp 39; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 17; Base Atk +4; Grp +12; Atk +10 melee (3d6+7/×3, Large *+1 greataxe*) or +6 ranged (2d6+4/×3, Large masterwork composite longbow); Full Atk +10 melee (3d6+7/×3, Large *+1 greataxe*) or +6 ranged (2d6+4/×3, Large masterwork composite longbow); SA mountain rage 2/day; SQ fast movement, goliath traits, illiteracy, racial substitution level (barbarian 1st), trap sense +1, uncanny dodge; AL CG; SV Fort +6, Ref +2, Will +2; Str 19, Dex 12, Con 15, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +8, Jump +8, Listen +8, Sense Motive +3, Survival +8; Heavy Lithoderms*, Weapon Focus (greataxe).

*New feat described in Chapter 6.

Mountain Rage (Ex): Twice per day, this raider can enter a mountain rage that lasts for 7 rounds. The following changes are in effect as long as she rages: Large monstrous humanoid; hp 47; AC 14, touch 8, flat-footed 14; Grp +15; Atk +12 melee (3d6+11/×3, Large *+1 greataxe*) or +5 ranged (2d6+4/×3, Large masterwork composite longbow); Full Atk +12 melee (3d6+11/×3, Large *+1 greataxe*) or +5 ranged (2d6+4/×3, Large masterwork composite longbow); Space/Reach 10 ft./10 ft.; SV Fort +8, Will +4; Str 25, Con 19; Climb +11, Jump +11. The raider can still wield only Large weapons. At the end of her rage, the raider is fatigued for the duration of the encounter.

Goliath Traits (Ex): This raider's physical stature lets her function in many ways as if she were one size category larger, including using weapons designed for a creature one size larger. She can make standing long jumps and high jumps as if they were running long jumps and high jumps. She can engage in accelerated climbing without taking the –5 penalty on the Climb check. She is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Trap Sense: Against attacks by traps, this raider has a +1 bonus on Reflex saves and a +1 dodge bonus to Armor Class.

Uncanny Dodge (Ex): This raider can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: Masterwork breastplate, Large *+1 greataxe*, Large masterwork composite longbow (+4 Str bonus), 20 Large arrows, *potion of bear's endurance*, *potion of cure serious wounds*, backpack, 3 days' rations, waterskin.

Goliath Stonespeaker Shaman (CR 8)

A member of the Stonespeaker organization (see The Stonespeakers in Chapter 3), the stonespeaker shaman seeks to protect goliaths and their kin. She often travels in the company of a stonespeaker guardian (see Chapter 5: Prestige Classes) as part of a guardian's larger entourage.

Goliath Stonespeaker Shaman: Female goliath druid 7; CR 8; Medium monstrous humanoid; HD 7d8+21; hp 56; Init –1; Spd 20 ft.; AC 15, touch 9, flat-footed 15; Base Atk +5; Grp +10; Atk +7 melee (2d6+2, Large *+1 spear*); Full Atk +7 melee (2d6+2, Large *+1 spear*); SA —; SQ earth companion, elemental bond, goliath traits, link with companion, nature sense, racial substitution levels (druid 1st, druid 6th), resist nature's lure, share spells, trackless step, wild empathy +10 (+6 magical beasts), wild shape 3/day (Small or Medium animal), woodland stride; AL N; SV Fort +9, Ref +2, Will +9; Str 12, Dex 8, Con 16, Int 13, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Handle Animal +11, Heal +8, Jump –8, Knowledge (nature) +10, Listen +10, Ride +6, Sense Motive +5, Spot +10, Survival +10 (+12 aboveground); Alertness, Endurance, Natural Spell.

Earth Companion (Ex): This shaman has a dire eagle (described later in this chapter) with the earth subtype as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Dire Eagle Animal Companion: CR —; Large animal (earth); HD 5d8+15; hp 37; Init +3; Spd 10 ft., burrow 10 ft., fly 60 ft. (average); AC 21, touch 12, flat-footed 18; Base Atk +3; Grp +13; Atk +8 melee (1d8+6, talon); Full Atk +8 melee (1d8+6, 2 talons) and +3 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA earth mastery; SQ bonus trick, damage reduction 5/magic, low-light vision; SV Fort +7, Ref +7, Will +3; Str 22, Dex 17, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +4, Spot +20; Alertness, Flyby Attack.

Earth Mastery: This dire eagle companion gains a +1 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the companion takes a –4 penalty on attack rolls and damage rolls.

Bonus Trick: This dire eagle is capable of learning one trick in addition to any that the shaman might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. The shaman selects this bonus trick, and once selected, it can't be changed.

Elemental Bond (Ex): When casting a *summon nature's ally* spell to summon a creature with the earth subtype, this stonespeaker shaman may treat the spell as if it were the next-highest level version of that spell. She can't summon air, fire, or water creatures.

Goliath Traits (Ex): This shaman's physical stature lets her function in many ways as if she were one size category larger, including using weapons designed for a creature one size larger. She can make standing long jumps and high jumps as if they were running long jumps and high jumps. She can engage in accelerated climbing without taking the –5 penalty on the Climb check. She is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Link with Companion (Ex): This shaman can handle her animal companion as a free action, or push it as a move action, with a +4 bonus on wild empathy checks made while dealing with that animal.

Resist Nature's Lure (Ex): This shaman has a +4 bonus on saving throws against the spell-like abilities of fey.

Share Spells (Ex): This shaman can have any spell she casts on herself also affect her animal companion if the latter is within 5 feet at the time. She can also cast a spell with a target of "You" on her animal companion.

Trackless Step (Ex): This shaman leaves no trail in natural surroundings and cannot be tracked.

Wild Shape (Su): This shaman can change into a Small or Medium animal and back again three times per day, as per the *polymorph* spell.

Woodland Stride (Ex): This shaman can move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0—*create water, detect magic, detect poison, light, mending, purify food and drink*; 1st—*detect snares and pits, endure elements, longstrider, produce flame, speak with animals*; 2nd—*barkskin, bear's endurance, fog cloud, resist energy*; 3rd—*call lightning, cure moderate wounds, greater magic fang*; 4th—*ice storm*.

Possessions: +1 *dragonhide breastplate*, Large +1 *spear, cloak of resistance* +1, *wand of entangle* (50 charges), *potion of cure serious wounds*, 50 pp.

Goliath Warrior (CR 1)

Goliath warriors are formidable combatants. A single one is nearly the equivalent of two human warriors, and in numbers they can overwhelm ogres or even giants. They serve as guards, soldiers, and hunters.

Goliath Warrior: Male goliath warrior 1; CR 1; Medium monstrous humanoid; HD 1d8+5 plus 3; hp 12; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +7; Atk +4 melee (3d6+3/19–20, Large masterwork greatsword) or +1 ranged (2d6+2/×3, Large composite longbow); Full Atk +4 melee (3d6+3/19–20, Large masterwork greatsword) or +1 ranged (2d6+2/×3, Large composite longbow); SA —; SQ goliath traits; AL N; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 15, Int 9, Wis 10, Cha 8.

Skills and Feats: Climb –2, Jump –10, Sense Motive +2, Survival +1; Toughness.

Goliath Traits (Ex): This warrior's physical stature lets him function in many ways as if he were one size category larger, including using weapons designed for a creature one size larger. He can make standing long jumps and high jumps as if they were running long jumps and high jumps. He can engage in accelerated climbing without taking the –5 penalty on the Climb check. He is automatically acclimated to life at high altitudes and does not take the penalties for altitude described on page 90 of the *Dungeon Master's Guide*.

Possessions: Banded mail, Large masterwork greatsword, Large composite longbow (+4 Str bonus), 20 Large arrows.

GOLIATH GROUPS

Goliath groups are as varied as the goliaths that comprise them. However, some typical examples are provided below for quick reference and to serve as a springboard for your own ideas. Each includes an Encounter Level (EL) to help assess its threat.

Dawncaller Team (EL 10–11): 1d3+1 goliath hunters, 1 goliath dawncaller (see Chapter 5: Prestige Classes).

Hunting Team (EL 2–4): 1d3+1 goliath hunters.

Hunting Team, Elite (EL 13–15): 1d6+2 goliath hunters, 2 goliath cragtop archers (see Chapter 5: Prestige Classes).

Stonespeaker Team (EL 11–12): 1d3+1 goliath warriors, 1 goliath stonespeaker guardian (see Chapter 5: Prestige Classes), 1 goliath stonespeaker shaman.

Trading Team (EL 12–13): 1d4+2 goliath warriors, 1 goliath peregrine runner (see Chapter 5: Prestige Classes), 1 goliath stonespeaker shaman.

Warband (EL 12–14): 1d6+2 goliath warriors, 2 goliath raiders, 1 goliath cragtop archer (see Chapter 5: Prestige Classes).

Warband, Giant-Slaying (EL 13–14): 1d4+1 goliath warriors, 1d4+1 goliath raiders, 1 goliath liberator (see Chapter 5: Prestige Classes).

HOLIDAYS

Often overlooked in many campaigns, holidays provide a simple and interesting way to convey a race's culture and beliefs. When the adventurers enter a gnome community during the chaotic and boisterous Dance of Lights, they can't help but notice that the illusions around them seem more compelling; gnome culture seems more developed and complete because of it.

Holidays shouldn't be common occurrences, and in most cases, a little goes a long way. Most cultures should have only three or four major holidays in each year, but individual DMs have plenty of room to go beyond this guideline for special races or cultures. Remember too, that holidays needn't all be annual events. A holiday that comes only once every four hundred years might carry more power (and therefore more substantial game effects) than an annual celebration. Likewise, a holiday that occurs every month will have a much greater chance of affecting an adventure than one that occurs only once a year, and will therefore play a much greater role in the campaign.

Holidays can also serve to differentiate groups within a race or culture—religious holidays are the most common example of this kind of holiday, but guilds, clans, or any other group might have holidays of its own. These can provide a particularly interesting insight into a setting when they differ noticeably from the main culture around them. For example, if the dwarves of the Ironweave clan do not venerate Moradin, they might not celebrate the Days of Forging. This unusual custom might cause strained relations or even conflict with clans that do so.

The section below details sample holidays that you can include in your campaign. Although the holidays are split between races, feel free to choose among them or create your own if they better fit another race or culture in your campaign. None of the holidays described below are assigned to specific days of the year or month, allowing you to place them in your campaign's calendar as you see fit.

DWARF HOLIDAYS

Despite their stoic demeanor and sometimes dour reputation, dwarves celebrate a large number of holidays. Many of these holidays are unique to a particular clan or guild, and they remain unknown even to most dwarves. Whether a simple prayer at the beginning of a week that is sacred to a revered ancestor or a more elaborate ritual to celebrate the founding of a guild, these minor holidays appeal to dwarves' lawful natures and their sense of honor. Most dwarves observe the small set of major holidays described below.

Table 8–8: Sample Holiday Benefits

Theme	Season	Duration	Benefit
Famous magic discovery	Any	1 night	+1 bonus to caster level
War, famous battle	Any	1 day	+2 bonus to Con
War memorial	Any	1 day	+1 morale bonus on saves
Renewal or rebirth	Spring	3 days	+2 bonus to Cha
Celebrate nature	Spring	1 week	+1 bonus on Handle Animal and wild empathy checks
Learning, scholarship	Summer	2 days	+1 competence bonus on Knowledge checks
Exploration, discovery	Summer	1 week	+1 morale bonus on Survival checks
Fortune, luck	Fall	1 day	+1 luck bonus on saving throws
Harvest	Fall	3 days	+1 morale bonus on Profession checks
Death, endings	Winter	1 day	+1 morale bonus on saves against fear effects
Renewal, the coming year	Winter	1 week	+1 morale bonus on Sense Motive checks

Avalanche: Originally, this celebration began as a slow, somber ceremony that many dwarves believed had the power to prevent avalanches, cave-ins, and similar natural disasters common to the mountains and underground regions that dwarves inhabit. As the tradition grew, however, it became more of a celebration and less of a warning, and the ceremonial aspects all but disappeared. Although it still bears the name Avalanche, this one-day celebration has almost nothing in common with its origins.

On the day of Avalanche, dwarves gain a +3 bonus on attack rolls when charging (instead of the normal +2 bonus), but when doing so they also take a –3 penalty to AC until the start of their next turn.

The Days of the Forging: In the early days of the world, Moradin forged the dwarf race in his own image and placed them deep within the shelter of the earth that he had created. Each year, on the anniversary of Moradin's forging, dwarves celebrate their many gifts by crafting items of exquisite value and beauty. Many smiths produce their greatest works during this short period, and some go so far as to schedule their most demanding projects during the celebration. The Days of Forging are a time of toil and craft, but the dwarves celebrate all the same, chanting as they work and crafting well into the night.

During the Days of the Forging, all dwarves gain a +1 morale bonus on Craft checks.

Fellhammer: Commemorating the days of the fallen and the anniversaries of famous battles is a strong and serious part of dwarf tradition, and many such minor holidays span a single clan or multiple nations. The most prominent of these is Fellhammer. Also known as the Days of Stone, Fellhammer commemorates the stand of three dwarf legions, led by the great Durek Fellhammer, against two hordes of orcs and goblinoids bent on the invasion of the civilized lands. Fellhammer is a two-day event that happens once per year.

During the two days of Fellhammer, all dwarves gain a +1 morale bonus on melee weapon damage rolls.

GNOME HOLIDAYS

Gnome holidays celebrate life and wit, and almost all of them employ music as part of the celebration.

The Day of Silence: Life, for most gnomes, is peaceful and full of learning. As pleasant as this life is, gnomes learn never to take it for granted, mainly due to the Day of Silence. During the Day of Silence, gnomes do not speak, laugh, or play jokes of any kind. They take this day to contemplate quietly, pray, and remind themselves that the life they have is not always easy.

The prohibition against speaking during the Day of Silence includes the use of verbal components for spellcasting. In extreme cases, a gnome can break this restriction, but afterward she takes a –1 penalty on attack rolls, checks, and saves for three days.

The Dance of Lights: The Dance of Lights is a weeklong celebration at the height of spring. Gnomes fill the time with lively music, dancing, and wondrous illusions. Many gnome communities hold contests to see who can produce the most compelling illusions. Members of other races often have a difficult time appreciating the Dance of Lights because of the prevalence of illusion magic and the large number of practical jokes that gnomes indulge in during the celebration.

During the week of the Dance of Lights, add +1 to the Difficulty Class for all saving throws against illusions cast by gnomes. This bonus stacks with the normal +1 bonus that all gnomes add to the Difficulty Class of illusion spells that they cast.

Tumanor: Named for a great gnome bard, Tumanor is a celebration of giving and generosity. It is common practice for gnomes to give something of personal value to an individual that they greatly respect, and many gnomes make it a point to give smaller gifts to other friends and make sure that those friends know that they are important to the gnome and worthy of his respect.

During Tumanor, gnomes gain a +1 morale bonus on Diplomacy checks.

GOLIATH HOLIDAYS

Although their towns and villages have yet to reach the size or wealth of the great human cities, goliaths have a rich and interesting culture, full of traditions and important observances. Many of the goliath holidays share a theme of overcoming hardship or surviving in a hostile land.

Fury: One of the few goliath holidays with a martial theme, Fury is a time of great danger for the enemies of the goliaths, for they brim with rage and a desire to smash those who have done them wrong. During this three-day span, goliaths are more easily angered and much more

ready to use violent force against their enemies than they otherwise would be.

During Fury, goliath barbarians gain a +1 morale bonus on attack rolls when raging.

The Winter Exodus: Many goliath tribes make a short but dangerous journey during the first week of winter. In ancient days, after hunting the game in the area to scarcity during the fall, each goliath tribe would move its semipermanent village some distance south to ensure better hunting through the lean months. Although few tribes now make such a journey, this week of travel and hardship is still honored and observed by goliath tribes.

During the winter exodus, goliaths gain resistance to cold 5.

The Heights: Many goliath tribes engage in a two-day celebration during the middle of summer to acknowledge and appreciate the sheer joy of living in the mountain heights. The goliaths climb and jump among the peaks for enjoyment and entertainment instead of for necessity or to hunt. Many of the greatest climbs in goliath history have been undertaken during The Heights, and it's common for goliath tribes to hold climbing races and other athletic competitions during the celebration.

During the celebration of The Heights, goliaths gain a +1 morale bonus on Jump, Climb, and Balance checks.

OTHER HOLIDAYS

Creating new holidays for your campaign is relatively simple. Although most holidays do not have game effects associated with them, those that do can quickly become important events in a campaign.

Regardless of race, class, or cultural affiliation, no character should have access to more than three major holidays with game effects. In addition, be careful about giving significant combat benefits to holidays that last for more than one or two days.

CREATURES OF STONE

Dwarves, gnomes, goliaths, and other races of stone must deal with many dangerous predators and evil creatures bent on their destruction. As if illithid slave armies, drow assassins, giant warbands, and the like weren't enough, this section describes a couple of foes that lurk in the foreboding mountains or the depths of the earth.

Thankfully, the races of stone have friends here as well, including some potential mounts and a celestial ally.

Deep hound

Illus. by B. Williams

DEEP HOUND

Large Magical Beast
Hit Dice: 6d10+18 (51 hp)
Initiative: +5
Speed: 40 ft. (8 squares)
Armor Class: 16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple: +6/+16
Attack: Bite +11 melee (2d6+9)
Full Attack: Bite +11 melee (2d6+9)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 120 ft., light sensitivity, low-light vision, scent, trainable
Saves: Fort +8, Ref +6, Will +3
Abilities: Str 23, Dex 13, Con 17, Int 2, Wis 12, Cha 6
Skills: Jump +18, Listen +3, Spot +3, Survival +2*
Feats: Alertness, Tunnel Fighting, Improved Initiative, Track[B]
Environment: Underground
Organization: Solitary or pack (2–5)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

This creature looks like a huge, gray-furred dog with pale yellow eyes. Although nearly as big as a horse, it keeps its muscled body low to the ground as it moves.

Bred by dwarves to serve as underground mounts and sentries, deep hounds are true and loyal companions. Units

of deep hound-mounted cavalry patrol the underground caverns near dwarf cities, and experienced dwarf scouts often rely heavily on their deep hound companions.

Deep hounds grow as tall as 4 feet at the shoulder and weigh more than 900 pounds. As a deep hound ages, its muzzle fades from gray to white.

Combat

Trained deep hounds are courageous and loyal, and they ably assist their handler or rider in combat. In the wild, deep hound packs hunt much like wolves, harrying and baiting their prey until it is too worn to fight.

Light Sensitivity (Ex): Deep hounds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Trainable (Ex): A deep hound is easier to train and handle than most magical beasts. Handle Animal checks made to train or handle a deep hound are not increased by 5. Dwarves receive a +2 circumstance bonus on all Handle Animal checks made to train or handle a deep hound.

Skills: Deep hounds have a +4 racial bonus on Jump checks.

*Deep hounds have a +4 racial bonus on Survival checks when tracking by scent.

Training a Deep Hound

A deep hound serves readily as a mount or guard animal, but it requires training. Training a deep hound requires a different amount of time depending on the specific training it undergoes. See the Handle Animal skill description, page 74 of the *Player's Handbook*, for more information on training and handling animals and magical beasts. Riding a deep hound requires an exotic saddle.

Deep hound pups are worth 4,000 gp apiece on the open market. Professional trainers charge 250 gp to rear or train a deep hound.

Carrying Capacity: A light load for a deep hound is up to 600 pounds; a medium load, 601–1,200 pounds; and a heavy load, 1201–1,800 pounds. A deep hound can drag 9,000 pounds.

Illus. by R. Spencer

Dire eagle

DIRE EAGLE

Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +4
Speed: 10 ft. (2 squares), fly 60 ft. (average)
Armor Class: 18 (–1 size, +4 Dex, +5 natural), touch 13, flat-footed 14
Base Attack/Grapple: +3/+12
Attack: Talon +7 melee (1d8+5)
Full Attack: 2 talons +7 melee (1d8+5) and bite +2 melee (1d8+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 20, Dex 19, Con 17, Int 2, Wis 14, Cha 6
Skills: Listen +4, Spot +20
Feats: Alertness, Flyby Attack
Environment: Temperate mountains
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6–10 HD (Large)
Level Adjustment: —

This enormous eagle has thick, glossy feathers that accentuate its bulk and physical power.

Dire eagles are larger, more powerful versions of the common eagle. The most powerful goliath clans keep dire eagles as mounts, using them to scout the mountain ranges they inhabit.

A dire eagle stands up to 12 feet tall with a wingspan of up to 20 feet. A fully grown dire eagle weighs up to 650 pounds.

Combat

Like their smaller kin, dire eagles typically dive on their prey. When forced to fight on the ground, a dire eagle uses both its beak and talons to great effect.

Skills: Dire eagles have a +8 racial bonus on Spot checks.

Training a Dire Eagle

Dire eagles can be trained like other animals with the use of the Handle Animal skill. Riding a dire eagle requires an exotic saddle or a specialized flyer's saddle (see Chapter 7: Magic and Equipment for details).

Dire eagle eggs are worth 2,500 gp apiece, while chicks cost 4,000 gp each. Professional trainers charge 250 gp to rear or train a dire eagle.

Carrying Capacity: A light load for a dire eagle is up to 399 pounds; a medium load, 400–798 pounds; and a heavy load, 799–1,200 pounds.

Dire Eagles as Animal Companions

A dire eagle may be selected as an animal companion by a druid of 4th level or higher. Treat the druid's level as three lower than normal for the purpose of determining the companion's characteristics and special abilities.

EARTH WHISPER

Medium Elemental (Earth, Extraplanar, Incorporeal)
Hit Dice: 4d8+4 (22 hp)
Initiative: +6
Speed: Fly 40 ft. (perfect) (8 squares)
Armor Class: 20 (+6 Dex, +4 deflection), touch 20, flat-footed 14
Base Attack/Grapple: +3/—
Attack: Incorporeal touch +9 melee (1d4 Dex)
Full Attack: Incorporeal touch +9 melee (1d4 Dex)
Space/Reach: 5 ft./5 ft.
Special Attacks: *Avarice, cavern fear,* control earth creatures, Dexterity damage, petrification, spell-like abilities
Special Qualities: Darkvision 60 ft., elemental traits, incorporeal traits
Saves: Fort +5, Ref +7, Will +3
Abilities: Str —, Dex 22, Con 13, Int 13, Wis 15, Cha 18
Skills: Concentration +8, Listen +9, Spot +9
Feats: Ability Focus (avarice), Blind-Fight
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Always neutral evil
Advancement: 5–12 HD (Medium)
Level Adjustment: —

Earth whisper

Barely a wisp of ghostly luminescence, the creature has the bulky outline and rocky countenance of an earth elemental without any of the mass or solidity.

Evil creatures from the Elemental Plane of Earth, earth whispers lure miners to their doom in deep caverns, infect creatures with irrational and violent greed, and turn those they confront to stone. Although intelligent, earth whispers hate all fleshy creatures, and the elementals seek to drive them mad with greed or fear.

These incorporeal creatures look like ghostly earth elementals. They are squat and stocky in build, yet entirely incorporeal. They float through solid substances easily and prefer to spend time encased in solid stone.

As perverse as any demon or devil, these ghostly elemental apparitions see themselves as the earth's rightful vengeance against those that plunder its treasures. Although they hate all other living creatures, except possibly earth elementals, earth whispers despise miners more than any other creatures, and they go out of their way to kill those of this profession.

Earth whispers speak Common, Dwarven, Gnome, Gol-Kaa, and Terran.

Combat

Earth whispers prefer to fight from the shadows whenever possible. They sneak through solid stone and ambush creatures whenever they can. They typically begin combat by using their *cavern fear* ability to split up groups of foes, then using their *avarice* ability on the strongest-looking melee combatant, hoping to turn the warrior against his allies. Although earth whispers enjoy turning lone wanderers and lost miners to stone with their

Illus. by W. England

Dexterity-damaging touch, they usually resort to physical confrontation as a last resort or in situations when they feel sure that they'll win.

Avarice (Sp): As a standard action, an earth whisper can induce overwhelming greed in one creature within 30 feet. The creature targeted with the *avarice* ability must succeed on a DC 18 Will save or attack the nearest creature that has valuable metal or mineral wealth. The affected creature attacks with lethal force, although it is not compelled to cast any spells on the creature carrying the metal or mineral wealth. This effect lasts for 1d4+1 rounds. A successful save means the creature is immune to that earth whisper's *avarice* ability for 24 hours, but not the *avarice* ability of other earth whispers. *Avarice* is a mind-affecting ability. The save DC is Charisma-based.

In cases where the affected creature is presented with more than one source of wealth, the earth whisper chooses the affected creature's target.

Cavern Fear (Sp): As a standard action, an earth whisper can induce an irrational fear of being pushed out of the earth in one creature within 30 feet. The creature targeted by the *cavern fear* ability must succeed on a DC 16 Will save or become panicked (see page 301 of the *Dungeon Master's Guide*). Unlike with the normal effects of the panicked state, the affected creature does not flee along a random path. Instead, it attempts to head as deep within the earth as possible. When presented with a pit, chasm, or other surface too steep to walk down, it attempts to climb. If the creature is presented with more than one way to go and it does not know which way might lead deeper under the earth, it chooses randomly. A successful save means the creature is immune to that earth whisper's *cavern fear* ability for 24 hours, but not the *cavern fear* ability of other earth whispers.

This ability only functions underground. Should the affected creature be pushed or forcibly moved into the open, it cowers. This effect lasts for 1 minute.

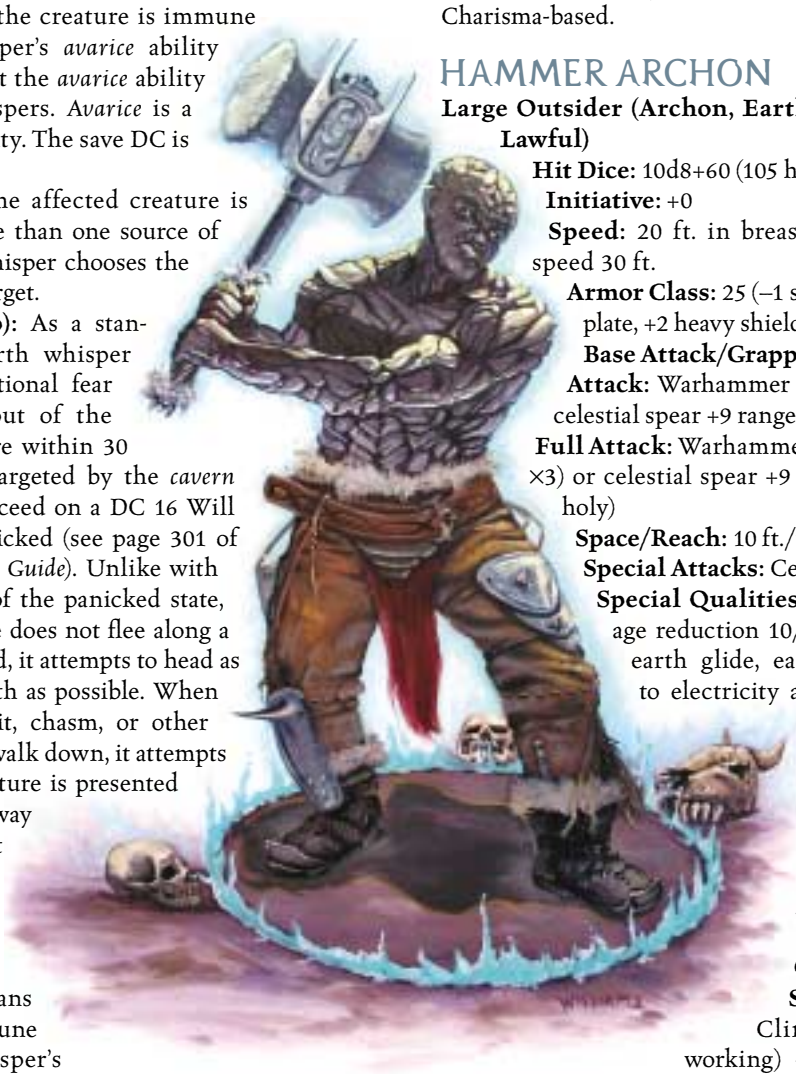
Cavern fear is a mind-affecting fear effect. The save DC is Charisma-based.

Control Earth Creatures (Su): An earth whisper can rebuke and control earth creatures in the same way that an evil cleric rebukes or controls undead. An earth whisper rebukes earth creatures as a cleric with a level equal to its Hit Dice (4th level for an average earth whisper). An earth whisper can use this ability a number of times per day equal to 3 + its Cha modifier (7/day for an average earth whisper).

Dexterity Damage (Su): An earth whisper deals 1d4 points of Dexterity damage each time it hits with its incorporeal touch attack. A creature whose Dexterity is reduced to 0 by this attack must succeed on a DC 13 Fortitude save or become petrified. The save DC is Constitution-based.

Spell-Like Abilities: At will—*stone shape*. 3/day—*spike stones* (DC 20), *wall of stone*. Caster level 10th. The save DC is Charisma-based.

Illus. by B. Williams



Hammer archon

HAMMER ARCHON

Large Outsider (Archon, Earth, Extraplanar, Good, Lawful)

Hit Dice: 10d8+60 (105 hp)

Initiative: +0

Speed: 20 ft. in breastplate (6 squares), base speed 30 ft.

Armor Class: 25 (–1 size, +9 natural, +5 breastplate, +2 heavy shield), touch 9, flat-footed 25

Base Attack/Grapple: +10/+21

Attack: Warhammer +17 melee (2d6+7/×3) or celestial spear +9 ranged (2d8+7 plus 2d6 holy)

Full Attack: Warhammer +17/+12 melee (2d6+7/×3) or celestial spear +9 ranged (2d8+7 plus 2d6 holy)

Space/Reach: 10 ft./10 ft.

Special Attacks: Celestial spear

Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 120 ft., earth glide, earth mastery, immunity to electricity and petrification, magic circle against evil, spell resistance 18, teleport, tongues

Saves: Fort +13 (+17 against poison), Ref +7, Will +9

Abilities: Str 24, Dex 11, Con 23, Int 13, Wis 14, Cha 10

Skills: Appraise +14, Climb +20, Craft (stoneworking) +14, Jump +14, Knowledge (dungeoneering) +14, Listen +15, Search +14, Sense Motive +15, Spot +15

Feats: Cleave, Improved Critical (warhammer), Power Attack, Weapon Focus (warhammer)

Environment: Seven Mounting Heavens of Celestia (Underground)

Organization: Solitary or squad (3–5)

Challenge Rating: 9

Treasure: No coins, double goods, standard items

Alignment: Always lawful good

Advancement: 11–20 HD (Large); 21–30 HD (Huge)

Level Adjustment: —

The creature in front of you glows with angelic power, yet its stocky form and rocklike skin seem firmly rooted in the power of the earth.

Powerful celestial creatures with a great affinity for the earth, hammer archons battle alongside their dwarf, gnome, and goliath allies, striving to root evil out of its hiding places within the earth. Hailing from the plane of Celestia, hammer archons see the earth as a pure domain that has been fouled by the likes of drow, mind flayers, and other perverse creatures. Strong in both will and limb, hammer archons seldom waste time talking, instead charging into battle with their warhammers and crushing foes with abandon.

A hammer archon looks like a broad, stocky humanoid that stands between 8 and 9 feet tall. Its muscled torso rests on short but powerful legs, and its skin resembles a rocklike carapace more than it does the skin of humanoids. A hammer archon is completely hairless, and the lines of its face and limbs are sharper than any mortal's, much like the facets of a crystal. Hammer archon skin tone ranges from a deep, earthy brown to the lustrous black of polished obsidian.

Hammer archons speak Celestial, Infernal, Draconic, and Terran, but they can speak with almost any creature because of their tongues ability.

Combat

Hammer archons fight with a brutal efficiency. Trusting their substantial natural protections, hammer archons usually charge the most dangerous foe present and lay into it with their warhammers. Although they enjoy a good fight, hammer archons use their intelligence and earth glide ability to gain an advantageous position when possible or to retreat when necessary.

A hammer archon's natural weapons, as well as any weapons it wields, are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*aid, detect evil;* 3/day—*stone shape, wall of stone.* Caster level 10th.

Archon Traits: Hammer archons possess the following archon traits.

—*Aura of Menace* (*Su*): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of a hammer archon must succeed on a DC 15 Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the hammer archon that generated the aura. A creature that has resisted or broken the effect cannot be affect again by the same archon's aura for 24 hours. The saving throw DC is Charisma-based.

—Immunity to electricity and petrification.

—+4 racial bonus on saves against poison.

—*Magic Circle against Evil* (*Su*): A magic circle against evil effect always surrounds a hammer archon (caster level equals the hammer archon's Hit Dice). (The defensive benefits from this circle are not included in the hammer archon's statistics block.)

—*Teleport* (*Su*): Hammer archons can use *greater teleport* at will as the spell (caster level 14th) except that the creature can transport only itself and up to 50 pounds of objects.

—*Tongues* (*Su*): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Earth Glide (Ex): A hammer archon can glide through earth as easily as an earth elemental. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing hammer archon flings it back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex): A hammer archon gains a +1 bonus on attack rolls and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the archon takes a –4 penalty on attack rolls and damage rolls. (These modifiers are not included in the archon's statistics block.)

Celestial Spear (Su): As a standard action, a hammer archon can create and hurl a jagged spear of celestial stone. This spear deals 2d8 points of damage + the archon's Str modifier + an extra 2d6 points of damage to evil creatures. The spear disappears at the end of the archon's turn, whether or not it has been used.

The hammer archon can only use this ability if it is touching the ground.

Summoning a Hammer Archon

Dwarf, gnome, and goliath spellcasters can summon a hammer archon with the *summon monster VIII* spell.

STONE DRAKE

Medium Dragon (Earth)
Hit Dice: 6d12+24 (63 hp)
Initiative: +6
Speed: 40 ft. (8 squares), climb 40 ft.
Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +6/+9
Attack: Bite +9 melee (1d8+3 plus 1d6 acid)
Full Attack: Bite +9 melee (1d8+3 plus 1d6 acid), 2 claws +7 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Acid bite, ambush
Special Qualities: Darkvision 120 ft., immunity to *sleep* and paralysis, light sensitivity, low-light vision, perfect climbing
Saves: Fort +9, Ref +7, Will +6
Abilities: Str 17, Dex 15, Con 19, Int 14, Wis 12, Cha 14
Skills: Climb +11, Hide +15, Intimidate +11, Jump +16, Listen +12, Move Silently +15, Search +11, Spot +12, Survival +10
Feats: Alertness, Improved Initiative, Mulitattack, Track[B]
Environment: Underground
Organization: Solitary, pair, or family (1–2 and 2–5 offspring)
Challenge Rating: 4

Treasure: Standard
Alignment: Usually neutral evil
Advancement: 7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment: +4

This human-sized reptile moves with a speed and grace that belie its obvious strength. Easily 6 feet long, the gray-scaled dragon has long, razor-sharp claws and a powerful, crushing jaw.

Stone drakes live deep under the earth, hunting wild beasts and unwary miners alike. Although they never grow to the size or great age that true dragons reach, stone drakes share their physical prowess and gifted intellects. Unlike true dragons, stone drakes do not covet treasure, and they rarely attack out of any motivation other than hunger.

A stone drake looks like a gray-scaled reptile the size of a very large dog. Its sleek scales accentuate its speed and strength, and its long claws can easily dig into solid stone.

Stone drakes speak Draconic and Undercommon.

Combat

Stone drakes keep to the shadows, hiding in nooks or clinging to the ceiling above unsuspecting prey. Because of their stealth and cunning, combat usually takes place on the stone drake's terms. To begin a fight, a stone drake charges the foe it has picked out as its meal, attempting to strike quickly and then retreat with its catch.

Acid Bite (Ex): A stone drake deals an extra 1d6 points of acid damage with a successful bite attack.

Ambush (Ex): Any time a stone drake makes a successful charge attack against a flat-footed opponent, it deals double damage with its bite.

Light Sensitivity (Ex): Stone drakes are dazzled in bright sunlight or within the radius of a *daylight* spell.

Perfect Climbing (Ex): A stone drake moves with perfect ease while climbing. It can move at full speed across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks, and it does not have to make a Climb check to avoid losing its grip when it takes damage.

Skills: A stone drake has a +4 racial bonus on Hide and Move Silently checks. It never needs to make a Climb check due to its perfect climbing ability.

Illus. by J. Nelson

Stone drake

THRUM WORM

Medium Magical Beast
Hit Dice: 2d10+4 (15 hp)
Initiative: +1
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple: +2/+3
Attack: Bite +3 melee (1d4+1) or sonic ray +3 ranged touch (1d8 sonic)
Full Attack: Bite +3 melee (1d4+1) or sonic ray +3 ranged touch (1d8 sonic)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sonic ray
Special Qualities: Darkvision 60 ft., low-light vision, trainable, tremorsense 60 ft.
Saves: Fort +5, Ref +4, Will +1
Abilities: Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +3, Listen +3, Move Silently +3
Feats: Blind-Fight
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3–4 HD (Medium); 5–6 HD (Large)
Level Adjustment: —

This thick, wormlike creature is longer than an adult human is tall. Its head rears up as if it intends to strike, but then its teeth retract.

Thrum worms are unusual, slow-moving worms often used by specialized gnome cavalry. The gnomes take advantage of the worms' burrowing abilities in several ways. In times of peace, they use their unique mounts to find ore and mineral deposits, and in times of war, they burrow behind enemy lines and infiltrate enemy encampments.

Thrum worms grow to around 8–10 feet long and weigh up to 200 pounds when fully grown. They have dry, rubbery, orange-brown hides and smell of soil. A thrum worm's mouth has two rows of very small teeth that it can tuck inside its mouth when shooting its sonic ray.

Combat

Thrum worms generally avoid combat when they can. When forced to fight by a burrowing predator or when directed to fight by a rider or handler, the thrum worm relies on its sonic ray as its primary attack form.

Thrum worm

Sonic Ray (Su): A thrum worm can fire this ray once per round from its mouth, with a range of 30 feet and no range increment.

Trainable (Ex): A thrum worm is easier to train and handle than most other magical beasts. Handle Animal checks made to train or handle a thrum worm are not increased by 5. Gnomes receive a +2 circumstance bonus on all Handle Animal checks made to train or handle a thrum worm.

Training a Thrum Worm

A thrum worm can be trained with the use of the Handle Animal skill. Riding a thrum worm requires an exotic saddle or a specialized burrower's saddle (see Chapter 7: Equipment and Magic).

A thrum worm larva costs 1,500 gp on the open market, and a young worm sells for 2,500 gp. Trainers charge 125 gp to train a thrum worm.

Carrying Capacity: Although they are not quadrupeds, thrum worms are capable of carrying heavier loads than most creatures with a similar Strength. A light load for a thrum worm is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A thrum worm can drag 1,125 pounds.

APPENDIX: ONE HUNDRED ADVENTURE IDEAS

The following selection of adventure ideas should be sufficient to inspire any Dungeon Master looking for ways to make the races of stone more prominent in his campaign. Each idea is attached to a d% result for the sake of those who prefer to generate an adventure idea randomly rather than selecting one that seems appealing.

d%	Situation
01	The deepest wells in a dwarf city are slowly drying up.
02	No word has come from a dwarf city since a recent earthquake.
03	Orc raiders have been plaguing a goliath village for several weeks.
04	A deep-delving scouting party is three days overdue.
05	Rumors of an increasingly organized group of ogres begin troubling a dwarf city.
06	Formerly friendly dwarves refuse to sell humans weapons to help them in a coming war.
07	Several dark elves have been caught trying to sneak into a dwarf city.
08	Burrowing animals are fleeing the area at an alarming rate, and they won't tell their gnome friends why.
09	An eccentric dream dwarf druid claims that a nearby mountain will soon erupt for the first time.
10	An abandoned dwarf citadel is now home to dangerous undead.
11	A goliath tribe needs dire eagle eggs delivered to another distant but friendly tribe.
12	Feral garguns are moving south. They have taken to hiding in caves and speak of the "ice death."
13	Mind flayers are gathering a horde of evil humanoids in caverns far beneath a dwarf city.
14	A dwarf paladin plans to lead a great army into the mountains.
15	Dwarves continue to harvest lumber from a forest near their citadel, and many powerful elf spellcasters have threatened retribution.
16	A small dwarf outpost has discovered a thin vein of mithral, but they lack the strength to protect it from the inevitable looters.
17	A band of evil ankheg-riding gnomes have begun raiding villages and towns in a wide area.
18	A gnome bard, known for spreading falsehoods, claims that he knows the location of a forgotten tomb full of treasure.
19	A goliath shaman seeks help finding a lost rune circle.
20	A gnome community needs help exploring a nearby series of caverns.
21	Gnome shepherds have been losing sheep near an ancient forest.
22	A dwarf wizard needs rare components for his research.
23	A group of dwarf and gnome miners needs an escort to a distant mining site.
24	Despite normal seasonal temperatures, the snow and ice on a nearby mountain range is not melting, and many fear a coming drought.
25	A powerful goliath warlord has drawn many tribes together, and he means to declare war on a nearby human kingdom.
26	Gnome thrum worm riders threaten to burrow under a town and collapse it unless they're paid a protection fee.

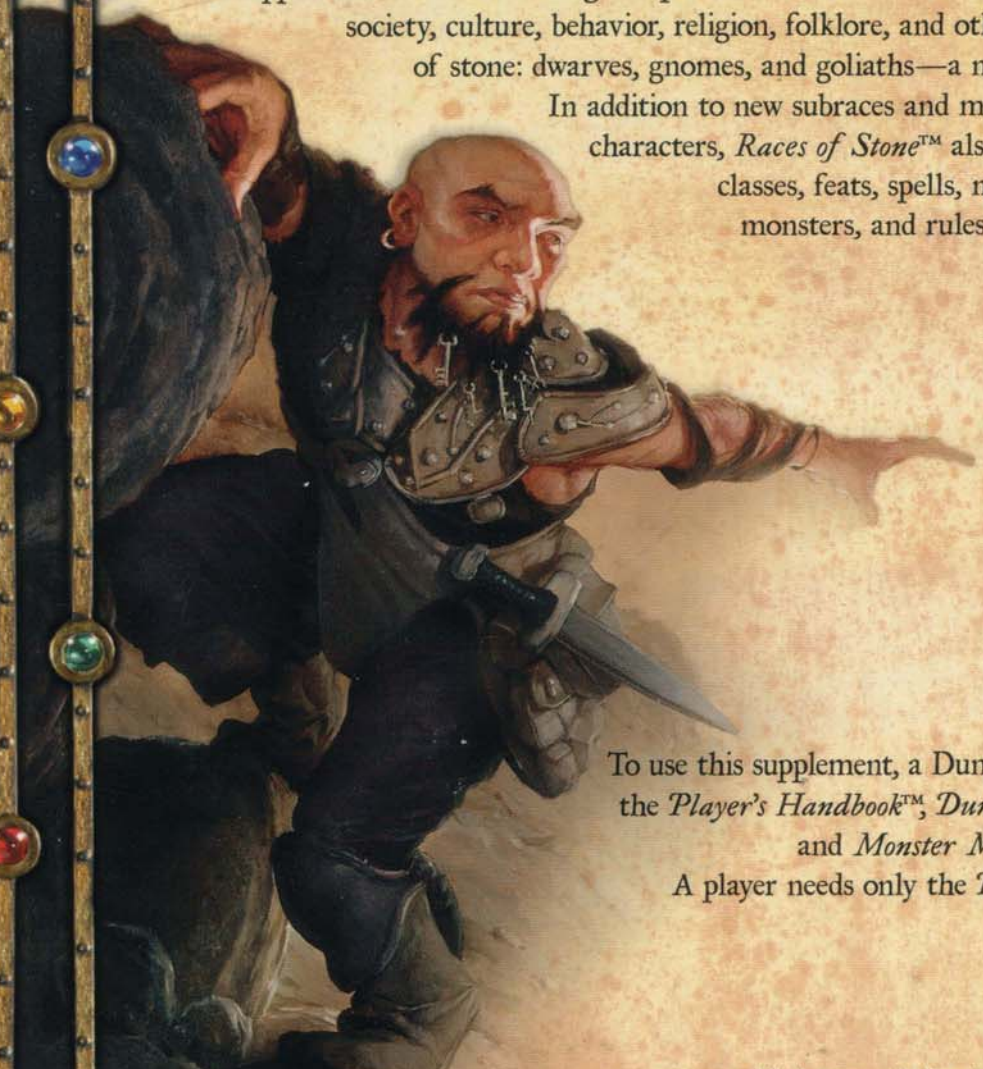
Illus. by W. England

27 A gnome alchemist has found a new way to shape metal, and dwarf craftsmen don't want the method known.
28 Magma seeps slowly up from the depths beneath a dwarf stronghold. If it's not stopped, the dwarves will have to abandon their ancient halls.
29 A goliath paladin needs help defeating the white dragon that destroyed his village.
30 A gnome sorcerer has gone missing.
31 Earth elementals threaten to collapse a dwarven mine.
32 A bulette is tearing up gnome farmland.
33 Thieves have penetrated a dwarf citadel for the first time in its history.
34 A gnome community has uncovered the tomb of a lost human king.
35 A famous dwarf smith has recorded all his techniques and wishes to gift them to a human king.
36 A stone drake is hunting in human farmland.
37 A dwarf paladin must recover a scepter, a crown, and an axe, all of great power, to revive a failing kingdom.
38 A pillar graven with the sacred names of ancestors has disappeared from a dwarf clan hall.
39 A powerful gnome illusionist has built a tower full of magic mirrors, illusions, and extradimensional spaces.
40 Gnome children uncover a statue that animates under the full moon and speaks of long-forgotten treasure.
41 A gnome bard has charmed a powerful stone giant and doesn't know what to do with it.
42 A powerful dwarf cleric retires, creating a power struggle among her successors.
43 A tribe of goliaths wishes to settle within a human city.
44 Elf griffon riders and goliath dire eagle riders both claim that they have been attacked by the other group.
45 A gnome fighter known for his knife-throwing ability is leading a huge expedition into the subterranean depths.
46 A gnome community holds a series of athletic and weapon competitions.
47 Monsters move out of a nearby forest, driven by fear of "the soul stealer."
48 The weapons made by one group of dwarves are better and deadlier than ever, but those who use them seem cursed with exceptional bad luck.
49 The captain of a gnome mercenary company is looking for a good supplier of horses and weapons.
50 A friendly delver has agreed to carve a massive tunnel for a group of dwarves, but only if they provide rare minerals found only in distant regions of the continent.
51 Gnome pranksters have angered a village of humans.
52 Ruins of a wondrous gnome city, full of illusory magic, lie at the bottom of a huge lake.
53 Illusions cast by gnomes from a small village have started becoming real.
54 A forest has suddenly become filled with dangerous creatures, endangering many goliath hunting grounds.
55 A huge, choking cloud of dust settles over a vast area, threatening several dwarf cities and gnome villages.
56 The tomb of a famous wizard/smith has been found.
57 Gnome bards have lost the power of their bardic music abilities.
58 Once a year, dwarf merchants gather in a human city to trade their goods, and the day of trading is approaching.
59 A goliath warrior is raising an army of humanoids and giants.
60 All divinations dealing with the northern regions begin to fail.
61 A dwarf clan famous for its wizards suddenly vanishes.
62 Gnomes have developed a new kind of golem.
63 Two armies of dwarves clash in a mountain valley.
64 Two mighty barbarian adventurers leave on a great quest.
65 Evil gnome clerics summon a powerful earth spirit to attack neighboring communities.
66 Gnome illusionists sell false wares, then flee the city.
67 A goliath delegate to the city dies of mysterious causes.
68 A dwarf city is unknowingly built atop a yuan-ti temple.
69 As work on a great underground temple nears completion, earth elementals gather outside its walls.
70 Unusually violent storms threaten many goliath tribes.
71 A powerful lich has unleashed an undead horde against a dwarf city.
72 A gnome bard has enchanted several locals and then disappeared with them.
73 Spells don't work near a goliath village.
74 Goliath scouts report numerous wild creatures to the north that seem to be half dragon.
75 A gnome bard renowned for his cleverness has just died, leaving behind a puzzle box that no one can open.
76 A gnome mayor wants extra security for a special party he's throwing.
77 Dwarf miners have discovered a plentiful vein of gold, but gnome diviners say it shouldn't be mined.
78 Monsters, driven mad by some unknown disease, have been coming up from deep caverns to attack travelers.
79 Rumors of a trove of dwarvencraft magic weapons have drawn a large number of adventurers to the region.
80 Goliath climbers have seen strange apemen in the mountain heights.
81 Glowing runes above a cave entrance warn that an ancient evil lies within.
82 Gnome children are born with gemlike eyes. Many believe this to be a great portent, but divinations are silent.
83 Goliath barbarians attack a caravan.
84 A group of gnomes trains stronger and fiercer riding dogs than anyone else in the world.
85 Gnome merchants need protection while ferrying their goods down a dangerous river.
86 Goliath warriors are demanding a toll for passage through a high mountain pass.
87 A titanic mechanism of unknown origin lies buried beneath a great mountain. Its gears are slowing, and many dwarves claim that if it stops, the world will stop turning.
88 A high-priced gnome assassin is rumored to be in the area.
89 Giant ants plague a gnome village.
90 A reclusive goliath shaman is rumored to be the only one to know the antidote for a magic-resistant poison.
91 An ancient curse haunts an otherwise fertile valley that many would like to settle.
92 A giant eagle seeks warriors capable of traveling to the top of a dangerous mountain peak.
93 A gnome swordswoman needs help freeing her village from a demon trapped on this plane.
94 Thieves steal a gnome's magic lute.
95 A gnome inventor claims he can build a flying ship.
96 A family of gnomes is secretly all werebears.
97 A goliath wizard wishes to convince more of his people to relocate to his adopted human city.
98 A dwarf cleric declares a holy crusade against orcs.
99 An evil dwarf sells faulty goods and weapons to unknowing adventurers.
100 Gnome merchants are paying adventurers to clear and secure a trade route to a distant city.

Dwarves, Gnomes, and Goliaths

From underground caverns to rolling canyons to mountain crags, bold adventurers emerge from among the hardiest people—folk who possess an affinity with the earth itself. Drawing strength and security from their surroundings, along with the skills needed to survive, the champions of these races of stone have etched their names in legend.

This supplement for the D&D® game provides detailed information on the psychology, society, culture, behavior, religion, folklore, and other aspects of the races of stone: dwarves, gnomes, and goliaths—a new race presented here. In addition to new subraces and monster races playable as characters, *Races of Stone*™ also provides new prestige classes, feats, spells, magic items, equipment, monsters, and rules for magic rune circles.



To use this supplement, a Dungeon Master also needs the *Player's Handbook*™, *Dungeon Master's Guide*™, and *Monster Manual*™.
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RAIDERS OF THE HIGH CITADEL

A web enhancement for *Races of Stone*

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Despite their majesty and beauty, mountains can prove deadly and unforgiving, and not just for casual visitors. Even natives succumb to the dangers presented by such terrain from time to time. This adventure, which is designed for a party of 9th-level characters, shows the perils that even the best-prepared denizens of the mountains can face.

Raiders of the High Citadel is a short D&D adventure for four 9th-level player characters (PCs). It takes place in and around a mountain dwarf stronghold called Durimek and involves goliaths—the new race introduced in *Races of Stone*. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

You (the DM) need the D&D core rulebooks—the *Player's Handbook,* the *Dungeon Master's Guide,* and the *Monster Manual*—as well as *Races of Stone* to run this adventure. This scenario utilizes the D&D v.3.5 rules, but it can easily be adapted for use with the 3.0 rules as well.

To get started, print out the adventure, including the map. Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations). Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the *Monster Manual* is referenced.

ADVENTURE BACKGROUND

The mountain dwarf stronghold known as Durimek lies high in the mountains—far higher than even the mountain dwarves find comfortable for extended stays. For centuries it has served primarily as a resting place for the dead. Because limestone of excellent quality is plentiful in the adjacent caverns, however, a small colony of miners has traditionally lived in the stronghold alongside the clerics and warriors devoted to guarding the dead.

Because the mountains around Durimek have always been prone to minor earthquakes, maintaining the stronghold requires a great deal of effort. But since the location has always been quite secure (or so the mountain dwarves thought), they have thus far been willing to make the necessary repairs every few decades.

After the most recent earthquake, however, the situation at Durimek changed radically. A duergar mercenary named Araduk and his evil goliath companion Yatistinni had been lurking in the vicinity for some time, leading a ragtag band of giants and evil feral garguns in periodic raids on the communities and travelers in the area. When the earthquakes struck, Araduk and Yatistinni saw their chance to seize the fortress, and they quickly moved to attack the mountain dwarves of Durimek. The sudden assault wiped out the entire dwarven colony. Since then, the evil pair and their band have been using Durimek as a base for conducting raids against the nearby goliath tribes. Using the dwarves who survived the raid and the captured goliaths as slaves, they have resumed mining operations within the limestone cavern. Their hold on the area is likely to continue tightening until someone roots them out.

ADVENTURE SYNOPSIS

The characters must penetrate the stronghold of Durimek and rescue the prisoners, not all of whom are in the same location. In the process, they must face and defeat Araduk, Yatistinni, and their band of raiders. Once the citadel is cleared of villains, the PCs must escort the prisoners back to their homes. Thereafter, the characters may stay on to help with the rebuilding if desired.

ADVENTURE HOOKS

As DM, you know best how to involve your PCs in an adventure. You can use the following hooks to spur your imagination, modifying them as necessary to fit your campaign or the characters.

- A group of feral gargun barbarians and a hill giant or stone giant attack the PCs while they're traveling in the mountains. After the battle, the characters can track their attackers (or pursue a survivor) back to Durimek.
- A goliath player character gets word from a relative or friend that several members of their tribe have not returned after a hunting expedition. The missing goliaths are presumed captured by raiders operating high in the mountains. The tribe is offering a reward (mostly likely in the form of furs or raw gems) for their return because no warriors can be spared to go looking for them.
- A dwarf player character learns that no word has been received from the citadel at Durimek since a recent earthquake, and that parties sent to assess the situation have not returned. The dwarves are offering a reward (in the form of gems or arms and armor) for information about what's going on in Durimek and the return of the missing search parties.

BEGINNING THE ADVENTURE

Raiders of the High Citadel is a site-based adventure in which the action occurs in and around the mountain stronghold of Durimek. The adventure begins when the characters come within sight range of the entryway (area 1, below).

DURIMEK

Durimek lies within a mountain at a height of 12,000 feet above sea level. All creatures not acclimated to this altitude must labor to breathe the thin air. Any character so affected must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or become fatigued. The fatigue ends when the character descends to an altitude with more air or visits area 9 in the complex. Acclimated characters (those native to the mountains or who have spent more than one month at that altitude) need not make these saves. All the raiders are acclimated, but the dwarf prisoners are not.

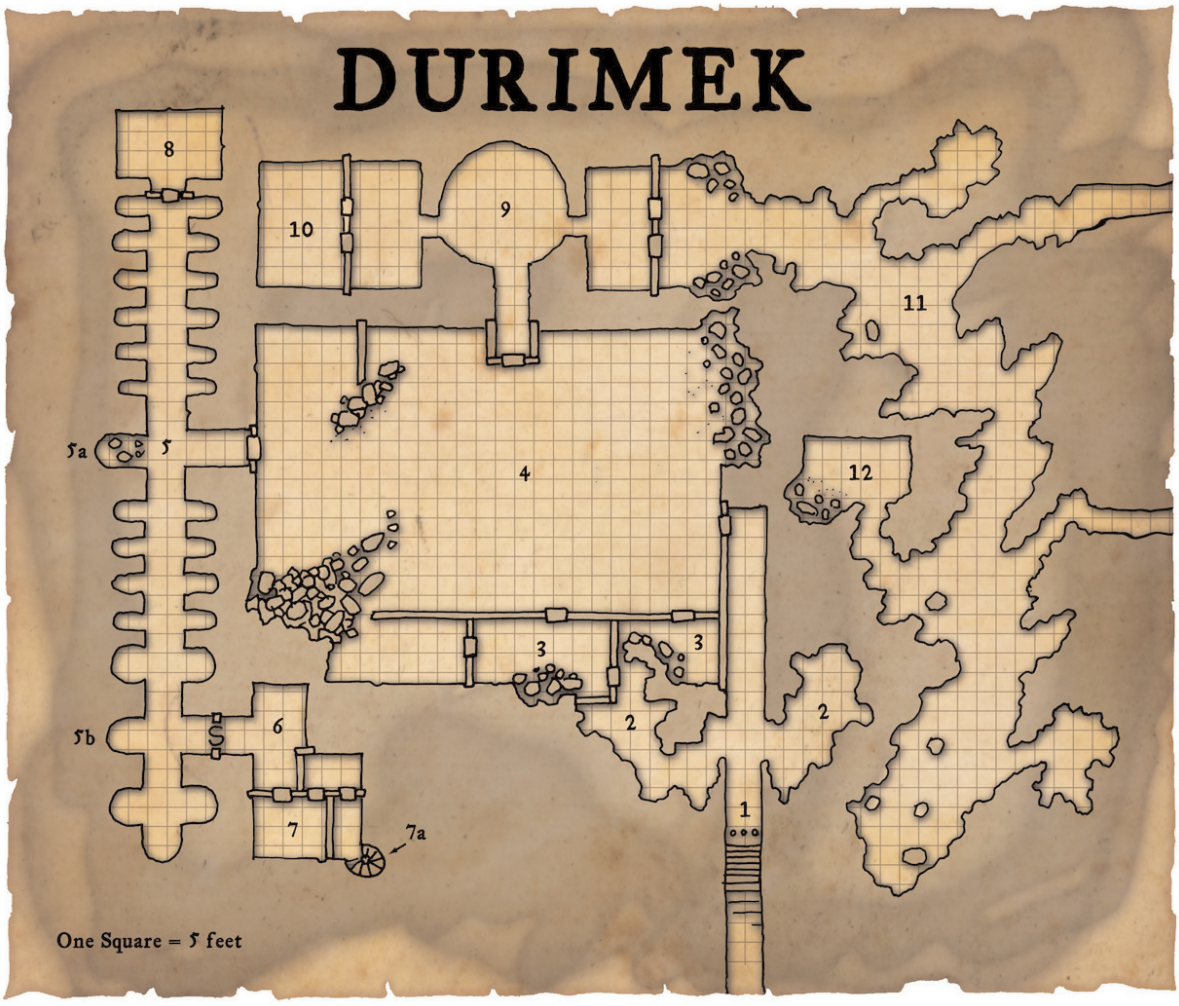
In addition, the temperature within Durimek is below freezing. An unprotected character must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character with ranks in the Survival skill may receive a bonus on this saving throw, which might also apply to other characters as well (see the Survival skill description in the *Player's Handbook*).

The interior of Durimek is unlit unless an area description says otherwise. Ceilings are 15 feet high in the corridors and 25 feet high in the chambers. The walls are made of smooth stone (Climb DC 25).

1. ENTRY (EL 7)

When Araduk and his raiders attacked the citadel, they lifted the portcullis that protected the entryway and forced their way inside. Read or paraphrase the following aloud when the PCs approach the entryway to Durimek.

> A portcullis seals the passage at the top of the stairs coming up from the south. It appears old but quite sturdy.



Since Araduk is well aware that the portcullis doesn't provide absolute security, he has made a few additions to confound unwelcome visitors.

Iron Portcullis: 2 in. thick; hardness 10; hp 60; Break DC 28 (DC 25 to lift).

Traps: Araduk has attached no less than two dozen little brass bells to the portcullis at various points. Should anyone try to lift it, the jangling bells are audible in area 2.

In addition, Araduk has placed a poisoned scything blade trap just beyond the portcullis. The first creature of Tiny size or larger that moves north from the portcullis triggers the trap.

Bell Alarm: CR 2; mechanical; touch trigger; manual reset; alarm (audible to area 2); Search DC 25 (to locate all the bells); Disable Device DC 20 (to disable without making any noise). Market Price: 7,200 gp.

Deathblade Wall Scythe: CR 7; mechanical; proximity trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. Market Price: 34,700 gp.

Development: The sentries at area 2 can hear most activity that takes place here. They automatically hear attempts to break through the portcullis or to lift it without first disabling the bells. They also might hear spellcasting or conversations that take place here by making normal Listen checks.

2. GUARDPOSTS (EL 6–10)

Mountain dwarf sentries used to guard the entrance to the complex from these two caverns. Now Araduk's sentries have taken over that duty. Read or paraphrase the following aloud when the characters look into either cavern.

> This small cavern is furnished with a rough wooden table and several fairly high stools.

The eastern cavern also contains a winch for operating the portcullis in area 1. The stools are high enough to serve as comfortable seating for the feral garguns and giants who stand guard here.

Creatures: Araduk keeps sentries on duty here at all times. A sentry contingent can consist of two hill giants, or two stone giants, or four feral gargun barbarians. Regardless of its composition, the contingent on duty is evenly divided between the two caverns and stands an 8-hour shift. As DM, you can either choose a group of sentries or randomly determine which group is present.

Feral Gargun Barbarians (4): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: *+1 breastplate,* masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds, potion of shield of faith* (+3), 2 *oils of magic weapon.*

Hill Giants (2): hp 102 each; see *Monster Manual,* page 123.

Stone Giants (2): hp 119 each; see *Monster Manual,* page 124.

Tactics (Giants): The giants stationed here spend most of their time huddled miserably on their stools, trying to keep warm. They're supposed to peek out into the corridor from time to time to look for intruders, but they don't bother.

The moment they hear noise in area 1, however, they take up rocks and move into the corridor. Each must make a Hide check opposed by the PCs' Spot checks to avoid being noticed. A –2 penalty applies to the characters' checks because of the distance between the portcullis and the chamber entrances, but even so, the PCs may very well spot their foes.

The giants are happy to stand back and throw rocks until intruders come to them. They switch to melee attacks as soon as the PCs come within reach.

If reduced to less then half its normal hit points, a giant uses the withdraw action to retreat north up the corridor to the door leading to area 4. Upon reaching the door, the giant opens it and retreats into area 4.

If the PCs manage to pass the portcullis at area 1 without making much noise, the giants don't notice the intrusion unless they see someone walking past the entrance to their caverns (normal Spot check). In that case, they lead off with melee attacks, but otherwise use the tactics described previously.

Tactics (Garguns): The feral garguns don't feel the cold. They spend most of their time gathered in one chamber or the other, playing knucklebones, wrestling, or even sleeping.

If the PCs make any loud noise in area 1 or in the corridor, the feral garguns take 1 round to react. If they notice someone at the portcullis, each drinks a *potion of shield of faith* and applies *oil of magic weapon* to his guisarme. If the foes aren't in melee reach by the time they finish their preparations, they fire arrows at them, switching to their claws when the opponents come within reach.

If the garguns don't notice the intrusion until the PCs have reached the guardposts, they don't have time to use their potions and oils. They simply begin fighting with their guisarmes as soon as their foes cone within reach.

In any case, the garguns use their rage ability as soon as melee combat begins. Should the intruders exchange ranged attacks with them, the garguns drop their bows, initiate barbarian rage, and charge their foes. They have orders to report intrusions, but they forget to do so and fight to the death.

Development: As noted earlier, most noises the PCs make in area 1 automatically alert the guards here. The creatures in area 4 might notice a battle here if the PCs use loud and flashy spells such as *fireballs* or *lighting bolts,* but the denizens of area 4 are making a fair amount of noise themselves and probably won't hear a simple melee. They take note, however, if a guard flees into that area.

3. STORAGE ROOMS

The raiders use these two mostly ruined chambers to store food and drink. Most of the supplies stored here at present were looted from Durimek. The chambers are so thickly packed with barrels, crates, and bundles that movement through them is hampered (each square costs double movement).

4. COMMON CHAMBER (EL 11–13)

The raiders use this vast, crumbling chamber for lounging, meals, and recreation. The dwarves who built the citadel spaced *continual flame* effects along the walls and also placed them on chandeliers hanging from the ceiling to provide ample light. The fires that the raiders have lit for cooking and for warmth also supply some illumination.

> This huge chamber is bathed in light that seems to come from the crumbling walls themselves as well as the chandeliers hanging from the ceiling. Piles of rocky debris cover much of the floor space in the room, except for a few areas where large humanoids sit around campfires, cooking dinner and smashing rocks.

These days, the raiders' primary mode of recreation is smashing waste rock taken from area 11. One of the slaves there told the guards that some of the ore actually contains gold. Word of this "secret" spread through the raiders like wildfire, and now, whenever they don't have anything else to do, they sit here and pulverize rocks, hoping to extract gold nuggets from them.

In fact, many of the rocks do contain shiny golden nuggets, but they're just iron pyrite—a mineral known as fool's gold because of its golden sheen. The slaves know that the "gold" in this mine isn't even as valuable as iron ore, but the raiders don't.

Araduk doesn't quite know what to do about his troops' sudden interest in mining. He's fairly certain that the citadel contains no gold to speak of, but since he knows nothing about mining, he's content to let his people break rocks for the moment.

The walls and ceilings in this chamber have been crumbling for some time. The natural rockfall combined with the several tons of rocks dragged in by the raiders has created piles of debris that cover much of the floor. Entering a square containing debris costs 2 squares of movement. The DC for Balance and Tumble checks in these squares increases by +5, and the DC for Move Silently checks increases by +2.

Creatures: This chamber is home to the citadel's four hill giants (camped in the northwest corner) and three stone giants (camped in the northeast corner). Any giants who are on duty in area 2 when the PCs arrive are not present here. A few feral garguns also make their homes here. When the characters arrive, all the residents are eating, resting, or "processing" ore.

Feral Gargun Barbarians (2-6): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee

(2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: *+1 breastplate,* masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds, potion of shield of faith* (+3), 2 *oils of magic weapon.*

Hill Giants (2-4): hp 102 each; see *Monster Manual,* page 123.

Stone Giants (1-3): hp 119 each; see *Monster Manual,* page 124.

Tactics: About half of the creatures in this chamber have laid their weapons aside because they're dozing or eating or smashing rocks. Thus, they must take a move action to pick up their weapons before they can react to an intrusion. If forewarned about an upcoming fight, the garguns use their *potions of shield of faith* and their *oils of magic weapon.*

Once the raiders have weapons in hand, the giants begin hurling rocks and the garguns charge with their guisarmes, assuming that the path between them and the PCs is clear of debris. Otherwise, they simply close to melee as quickly as possible. In either case, they rage as soon as they begin fighting. The garguns use their guisarmes' reach to advantage for as long as possible while the giants continue to throw rocks. Once the PCs manage to get adjacent to their foes, the garguns drop their guisarmes and switch to claw attacks, and the giants stop throwing rocks and enter melee as well.

The garguns fight to the death, but after two of the giants are killed, the rest try to retreat to areas 5 and 10 (at least one in each direction). They use the withdraw action to move to the exits, then leave through the door when they can. If pursued, they turn and fight, but they also try to open the door to area 5 so they can alert the guards there. If Araduk is in area 11, one fleeing giant tries to go there and alert him.

Development: The constant rock breaking makes so much noise that the other residents of the citadel don't notice a disturbance in this chamber unless one of the residents actually runs for help.

Any giant that manages to escape into area 5 shouts to the guards there, then hurries down to the secret door leading to area 6 to warn the sentries there.

Treasure: In addition to equipment, each raider has a 1-pound bag of iron pyrite nuggets.

5. OLD CATACOMBS (EL 6)

The alcoves along this corridor once served as burial niches for the mountain dwarves who had passed to their final rewards. Upon laying claim to the stronghold, the raiders despoiled the tombs and piled the wreckage (including the corpses) in area 5a. They then installed bars across the wrecked tombs and converted them into holding cells for prisoners.

Read or paraphrase the following aloud when the characters approach this section.

> A corridor stretches out in both directions, from north to south. The niches carved at intervals along its walls suggest that it might once have been used as a crypt, but it is apparent that it serves that purpose no longer. Ahead lies a mound of rubble from which a few bones protrude, and a barred door secures each of the niches in the wall. Several sets of manacles fasted to the walls of each makeshift cell give mute testimony to its new function. A foul odor issues from the cells in either direction, and slight rustling sounds indicate that at least a few of them are occupied. Two bestial-looking humanoids move slowly back and forth along the corridor.

The guards in area 8 carry the keys to these cells. Each contains two wooden buckets and an assortment of wooden bowls, but no bed, since the prisoners can use the burial niches for sleeping. The wooden implements are smelly and foul despite the cold, primarily because they haven't been cleaned in ages.

Cell Bars: 2 in. thick; hardness 10; hp 60; Break DC 28, Open Lock DC 25.

Cell Manacles: 1/4 in. thick; hardness 10; hp 10; Break DC 26, Open Lock DC 20.

Creatures: A pair of feral garguns patrols this corridor at all times to keep an eye on the prisoners. The prisoner contingent currently includes a dozen mountain dwarves, a half dozen goliaths, and a stone giant. The dwarves and goliaths were captured when the citadel fell, or shortly thereafter, when they came to the high pass to trade. The giant was taken while traveling alone through the mountains.

Only about half of the captives are present in this area at any one time; the others are quarrying stone in area 11. Thus, only about a quarter of the cells are occupied when the PCs arrive.

All the dwarves and goliaths are suffering from cold and starvation, and they are exhausted from overwork and the stress that the high altitude places on their systems. If freed, they can barely walk, let alone fight.

The stone giant is another matter. His name is Julmund, and he has a 50% chance of being present when the PCs arrive. If he is not here, he's with the work gang at area 11. See Tactics, below, and area 5b for details of his actions.

Feral Gargun Barbarians (2): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's

special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: *+1 breastplate,* masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds, potion of shield of faith* (+3), 2 *oils of magic weapon.*

Mountain Dwarf Warriors (2–4): Male or female mountain dwarf warrior 1; CR —; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d3+1, unarmed strike); Full Atk +2 melee (1d3+1, unarmed strike); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Craft (metalworking) +2, Craft (stoneworking) +2, Handle Animal +1, Jump –3, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.

She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

Mountain Dwarf Miners (2–3): Male or female mountain dwarf warrior 1/expert 1; CR 0; Medium humanoid (dwarf); HD 1d8+2 plus 1d6+2; hp 11; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d3+1, unarmed strike); Full Atk +2 melee (1d3+1, unarmed strike); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +2; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +5, Craft (metalworking) +5, Craft (stoneworking) +5, Handle Animal +1, Jump –3, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.

She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

Goliath Miners (2–3): Male and female goliath expert 1; CR —; Medium monstrous humanoid; HD 1d6+1; hp 4; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +3; Atk +3 melee (1d3+3, unarmed strike); Full Atk +3 melee (1d3+3, unarmed strike); SQ acclimated, darkvision 60 ft., mountain movement, powerful build; AL CG; SV Fort +1, Ref +0, Will +1; Str 17, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Balance +3, Climb +8, Craft (stoneworking) +3, Heal +2, Jump +6, Listen +2, Sense Motive +4, Survival +2, Swim +5; Athletic.

Acclimated (Ex): A goliath miner is automatically acclimated to life at high altitudes. She doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, the goliath miner doesn't lose her acclimation to high altitude even if she spends months or years at lower elevations.

Mountain Movement: A goliath miner can make standing long and high jumps as if they were running long and high jumps, respectively. She can engage in accelerated climbing (climbing half her speed as a

move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): A goliath miner's physical stature lets her function in many ways as if she were one size category larger than she is. Whenever she is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size category larger if that is advantageous to her. A goliath miner is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She can also use weapons designed for a creature one size category larger without penalty. However, her space and reach remain those of a creature of her actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Tactics: If these guards have been previously alerted, they prepare for the fight by using their *potions of shield of faith* and their *oils of magic weapon,* then wait at some convenient spot to ambush the intruders (most likely on either side of the passage leading toward area 4). Otherwise, at the first sign of trouble, they yell for help. One then charges the PCs with his guisarme while the other goes to pound on the secret door leading to area 6, thus alerting the guards there. If possible, they make their way to area 5a, where they trigger their rage ability, then stand and fight.

The prisoners remain fairly quiet and watch the fight with interest. There's little they can do to help, but they're willing to provide whatever aid they can. (They might, for example, be able to shout a timely warning to a PC.)

Julmund, if present, watches the fight with growing excitement. If he gets the chance, he reaches out through the bars of his cell and grapples a raider.

Development: A battle here could get out of hand pretty quickly. The guards in area 8 are almost certain to hear any fighting with normal Listen checks, and they can see 60 feet down the corridor with their darkvision. If they notice the combat, they join the fray as soon as they can.

If a guard manages to reach the door to area 6, the sentries there move out into the corridor and join the fray after alerting Araduk and Yatistinni in area 7 (if they're present).

If freed, the prisoners help the PCs to the best of their ability. Most of them have had to perform menial tasks throughout the citadel, so they have a pretty good idea of the layout and the contents of each room. Most of the prisoners distrust Julmund because they think he's a former raider incarcerated for some misbehavior (a little disinformation that Araduk has spread among the prisoners), and they figure that he's itching to get back in Araduk's good graces.

The prisoners have no idea how well their little story about gold went over with their captors. If the PCs mention the rock breaking in area 4, the prisoners express great delight that their ruse worked so well.

The PCs might receive a substantial reward for returning the prisoners to their homes (see Character Hooks, above).

5a. Rubble-Filled Tomb

Like the other large alcoves in this area, this one once held a large family tomb. Read or paraphrase the following aloud when the PCs reach this cell.

> This niche is larger than those to the north, but its true size is difficult to judge because of the debris packed into it from floor to ceiling. A few splintered bones protrude from the rubble. Only a 5-foot by 10-foot space in the front remains clear.

Since taking over the complex, the raiders have packed this niche with all the debris they've hauled out of the other tombs, including the remains of the long-dead dwarves.

Development: Clearing the alcove again would require many hours of digging, and doing so reveals only shattered stone and splintered bones.

5b. Julmund's Cell

The raiders built this cell to hold a giant, and they're delighted that Julmund's timely arrival has allowed them to test it out.

> Inside this unusually large cell sits a giant with smooth, gray skin and sunken black eyes. His wrists are bound by manacles, but the chains securing the wristbands to the wall are quite long, allowing him considerable freedom of movement. Pine boughs form a thick carpet on the floor, and a brazier at one end of the cell burns merrily, providing both heat and light.

Julmund's cell is just like the others, except that the manacles and bars are bigger and stronger. The stone giant can't use the burial niche for sleeping, but the pine boughs covering the floor make a comfortable bed, and the brazier provides some heat.

Creature: Julmund the stone giant is a gentle soul with an artist's temperament. Araduk would very much like to recruit this giant into his band, but Julmund has proven resistant to such suggestions so far. Araduk has considered threats and torture, but those tactics don't have much effect on a creature that is being slowly worked to death, so Araduk has decided to try bribery instead. Julmund must labor 12 hours a day, just like the other prisoners, but he has fairly warm clothing, plenty to eat, and a fire to warm his cell. Araduk hopes to persuade Julmund that joining the band is much better than living as a slave. Thus far, the stone giant has refused, but he's tried to become friendly with the guards so as to extend his special treatment for as long as possible and perhaps get an opportunity to escape.

Julmund (Stone Giant): hp 119; see *Monster Manual,* page 124.

Tactics: Julmund's manacles are kept comfortably loose to give him reasonable freedom of movement. He can reach through the bars and grab any creature or object adjacent to the cell. Should the opportunity present itself, he tries to seize one of the guards in this way while the PCs are fighting them. If released while the battle is still in progress, he aids the PCs to the best of his ability.

Cell Bars: 3 in. thick; hardness 10; hp 90; Break DC 30, Open Lock DC 25.

Cell Manacles: 1 in. thick; hardness 10; hp 40; Break DC 36, Open Lock DC 20.

Development: If the PCs release Julmund, he offers to take the other prisoners to safety. He is also quite willing to tell the characters anything he knows about Araduk and his partner, or about the layout of the complex. He does not offer to aid the PCs in their quest against Araduk and Yatistinni, but he readily agrees to do so if asked. Should he join the party, he aids the group to the best of his ability.

6. ANTECHAMBER (EL 6)

This chamber lies beyond a secret door in one of the alcoves off the corridor (area 5). This alcove looks just like the large cells, but its door is not locked. The secret door to area 6, however, is kept locked at all times. Each of the two guards posted inside the room has a key, as do Araduk and Yatistinni in area 7. The chamber is furnished with a plain wooden table and wooden benches, and the guards have a goodly supply of food and drink.

Stone Secret Door: 4 in. thick; hardness 8; hp 60; Search DC 25; Break DC 28 (locked); Open Lock DC 25.

Creatures: Araduk keeps a pair of feral gargun sentries on duty here at all times. Since their position is pretty far removed from the rest of the citadel (and behind a closed stone door to boot), they are not apt to notice most disturbances in the citadel. Still, if a fight breaks out in area 5, they might just hear it. Make a Listen check for each sentry each round, increasing the DC by +15 for the closed door. Since they aren't really listening, each has a –5 penalty on the checks, and an additional penalty applies for the distance between them and the battle (–1 per 10 feet). The sentries automatically hear pounding on the secret door, however, since raiders from other parts of the citadel habitually bang on the door to get their attention.

Feral Gargun Barbarians (2): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for

an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: *+1 breastplate,* masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds, potion of shield of faith* (+3), 2 *oils of magic weapon.*

Tactics: These sentries are under strict orders to inform Araduk or Yatistinni of any trouble. If someone raises the alarm within their hearing or tries to break into this room, one sentry pounds on the door to area 7 to alert his superiors while the other tries to determine the nature of the disturbance. Otherwise, they follow much the same tactics as their compatriots in areas 4 and 5 do. If possible, they prepare for a fight using their potions and oils, as noted in the Tactics sections of area 4 and 5.

If drawn into a fight in area 5, the sentries try to slip quietly out through the secret door and sneak to within darkvision range of their foes, though any prisoners in area 5 who happened to spot them would be likely to warn the PCs of their approach. Once in position, the sentries fire their bows until someone comes within their reach. If the guards in area 5 are involved in melee combat there, the sentries might have a hard time hitting anything. If so, they simply drop their bows and charge with their guisarmes.

7. BEDCHAMBER (EL 9 OR 11)

Araduk and Yatistinni share this room. Read or paraphrase the following when the PCs enter, adjusting the description as needed if either is present at the time.

> This cozy chamber contains two comfortable beds, each with curtains and a canopy. At the foot of each bed is a chest. A pair of lit braziers, a writing desk, and a leather-covered table with two comfortable chairs round out the furnishings.

This chamber is well insulated from the rest of the complex so that its inhabitants can work and sleep in peace. Thus, Araduk and Yatistinni remain unaware of what's happening in the rest of the citadel until and unless their underlings (see areas 4, 5, and 6) report a disturbance.

Creatures: Araduk and Yatistinni spend most of their time in this room. At any time, however, Araduk has a 25% chance of being in area 11 to inspect the work in progress.

Araduk: Male duergar fighter 3/wizard 5; CR 8; Medium humanoid (dwarf); HD 3d10+6 plus 5d4+10; hp 47; Init +0; Spd 20 ft.; AC 13, touch 11, flat-footed 13; Base Atk +5; Grp +7; Atk +9 melee (2d6+4/19–20, *+1 greatsword*) or +5 ranged (1d8/×3, composite longbow); Full Atk +9 melee (2d6+4/19–20, *+1 greatsword*) or +5 ranged (1d8/×3, composite longbow); SA spell-like abilities; SQ darkvision 120 ft., duergar traits, familiar (Tochar), immunities (paralysis, phantasms, poison), light sensitivity; AL LE; SV Fort +7, Ref +3, Will +7; Str 15, Dex 10, Con 14, Int 15, Wis 13, Cha 10.

Skills and Feats: Appraise +4, Climb +6, Concentration +7, Craft (metalworking) +7, Craft (stoneworking) +7, Craft (trapfinding) +12, Decipher Script +7, Jump +0, Listen +5, Move Silently +4, Spot +5; Alertness[B], Blind-Fight[B], Combat Expertise[B], Improved Disarm, Power Attack, Scribe Scroll[B], Silent Spell[B], Weapon Focus (greatsword).

Spell-Like Abilities: 1/day—*enlarge, invisibility* (both affecting only self and items carried). Caster level 16th.

Duergar Traits: Araduk has a +1 racial bonus on attack rolls against orcs and goblinoids, a +2 racial bonus on saves against spells and spell-like abilities, and a +4 dodge bonus against giants. He also has stonecunning (+2 racial bonus on checks to notice unusual stonework; can make a check for unusual stonework as though actively searching when within 10 feet and can use the Search skill to find stonework traps as a rogue can; intuit depth). Araduk has a +2 racial bonus on Appraise

checks and Craft or Profession checks related to stone or metal, a +4 racial bonus on Move Silently checks, and a +1 racial bonus on Listen and Spot checks (already figured into the statistics above).

Familiar: Araduk's familiar is a toad named Tochar. The familiar uses the better of its own and Araduk's base save bonuses. The creature's abilities and characteristics are summarized below.

> **Tochar:** Male toad familiar; CR —; Diminutive magical beast (augmented animal); HD 1/4 d8 (effectively 8d8); hp 23; Init +1; Spd 5 ft.; AC 18, touch 15, flat-footed 17; Base Atk +5; Grp –12; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SQ amphibious, deliver touch, improved evasion, low-light vision, speak with master; AL LE; SV Fort +4, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.
>
> *Skills and Feats:* Climb –1, Concentration +5, Craft (metalworking) +2, Craft (stoneworking) +2, Craft (trapmaking) +9, Hide +21, Jump –16, Listen +5, Spot +5.
>
> **Deliver Touch Spells (Su):** Tochar can deliver touch spells for Araduk (see Familiars, page 52 of the Player's Handbook).
>
> **Improved Evasion (Ex):** See Monk in the Player's Handbook.
>
> **Speak with Master (Ex):** Tochar can communicate verbally with Araduk. Other creatures do not understand the communication without magical help.
>
> **Skills:** A toad has a +4 racial bonus on Hide checks (already figured into the statistics above).

Familiar Benefits: Araduk gains special benefits from having a familiar. This creature grants him 3 extra hit points (included in the above statistics).

Alertness (Ex): Tochar grants his master Alertness as long as he is within 5 feet.

Empathic Link (Su): Araduk can communicate telepathically with his familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Araduk may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on his familiar.

Light Sensitivity (Ex): Araduk is dazzled in bright sunlight or within the radius of a *daylight* spell.

Wizard Spells Prepared (4/4/3/1): 0—*daze* (DC 12), *detect magic, ghost sound, ray of frost* (+5 ranged); 1st—*expeditious retreat, mage armor, shield, true strike;* 2nd—*detect thoughts, mirror image, scorching ray* (+5 ranged); 3rd—*haste.*

Spellbook: 0—*acid splash, arcane mark, dancing lights, daze* (DC 12), *detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost* (+5 ranged), *read magic, resistance, touch of fatigue* (+7 melee touch); 1st—*charm person* (DC 13), *detect secret doors, expeditious retreat, mage armor, shield, true strike;* 2nd—*detect thoughts, mirror image, scorching ray* (+5 ranged), *summon swarm;* 3rd—*displacement, fly, haste.*

Possessions: *+1 mithral buckler, +1 greatsword,* composite longbow (+0 Str bonus), *bracers of armor +1, ring of protection +1, cloak of resistance +1, potion of cure light wounds,* scroll of *ghoul's touch, wand of magic missile* (caster level 3rd, 9 charges), *pearl of power* (1st-level spell), keys to bedchamber and personal chest.

Yatistinni: Female goliath adept 9/fighter 1; CR 9; Medium monstrous humanoid; HD 9d6+27 plus 1d10+3; hp 66; Init +3; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk +5; Grp +7; Atk +8 melee (2d6+2/×3, masterwork battleaxe) or +5 ranged (1d8/19–20, masterwork light crossbow); Full Atk +8 melee (2d6+2/×3, masterwork battleaxe) or +5 ranged (1d8/19–20, masterwork light crossbow); SQ acclimated, darkvision 60 ft., familiar (Vartmak), familiar benefits, mountain movement, powerful build; AL N; SV Fort +8, Ref +2, Will +9; Str 15, Dex 8, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Climb –2, Concentration +9, Diplomacy +6, Heal +11, Listen +8, Sense Motive +5, Spot +5, Survival +11; Alertness, Auspicious Markings, Improved Initiative[B], Markings of the Blessed, Negotiator, Self-Sufficient.

Acclimated (Ex): Yatistinni is automatically acclimated to life at high altitudes. She doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, Yatistinni doesn't lose her acclimation to high altitude even if she spends months or years at lower elevations.

Familiar: Yatistinni's familiar is a bat named Vartmak. The familiar uses the better of its own and Yatistinni's base save bonuses. The creature's abilities and characteristics are summarized below.

> **Vartmak:** Male bat familiar; CR —; Diminutive magical beast (augmented animal); HD 1/4 d8 (effectively 10d8); hp 33; Init +2; Spd 5 ft., fly 40 ft. (good); AC 20, touch 16, flat-footed 18; Base Atk +5;

Grp –12; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SQ blindsight 20 ft., deliver touch spells, improved evasion, low-light vision, speak with bats, speak with master; AL LE; SV Fort +5, Ref +5, Will +8; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 4.

Skills and Feats: Climb –3, Concentration +6, Diplomacy +0, Heal +8, Hide +14, Jump –20, Listen* +8, Move Silently +6, Spot* +8, Survival +8; Alertness.

Blindsense (Ex): Vartmak notices and locates creatures within 20 feet. Opponents still have 100% concealment against her.

Deliver Touch Spells (Su): Vartmak can deliver touch spells for Yatistinni (see Familiars, page 52 of the Player's Handbook).

Improved Evasion (Ex): See Monk in the Player's Handbook.

Speak with Bats (Ex): Vartmak can communicate verbally with bats.

Speak with Master (Ex): Vartmak can communicate verbally with Yatistinni. Other creatures do not understand the communication without magical help.

Skills: A bat has a +4 racial bonus on Listen and Spot checks. *These bonuses are negated if the bat's blindsense is negated.

Familiar Benefits: Yatistinni gains special benefits from having a familiar. This creature grants her a +3 bonus on Listen checks (included in the above statistics).

Alertness (Ex): Vartmak grants his master Alertness as long as he is within 5 feet.

Empathic Link (Su): Yatistinni can communicate telepathically with her familiar at a distance of up to 1 mile. The master has the same connection to an item or a place that the familiar does.

Share Spells (Su): Yatistinni may have any spell she casts on herself also affect her familiar if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on her familiar.

Mountain Movement: Yatistinni can make standing long and high jumps as if they were running long and high jumps, respectively. She can engage in accelerated climbing (climbing half her speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): Yatistinni's physical stature lets her function in many ways as if she were one size category larger than she is. Whenever she is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size category larger if that is advantageous to her. Yatistinni is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She can also use weapons designed for a creature one size category larger without penalty. However, her space and reach remain those of a creature of her actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Adept Spells Prepared (3/4/3/2): 0—*cure minor wounds* (2), *guidance;* 1st—*bless, command* (DC 14), *cure light wounds* (2); 2nd—*cure moderate wounds, darkness, see invisibility;* 3rd—*bestow curse* (DC 16), *cure serious wounds.*

Possessions: *+1 full plate armor, +1 heavy steel shield, ring of protection +1,* masterwork heavy mace, masterwork light crossbow, 10 bolts, *wand of lightning bolt* (caster level 6th, 12 charges), *elemental gem* (earth), keys to bedchamber and personal chest.

Tactics: If all goes as they plan, Araduk and Yatistinni should receive ample warning of any upcoming fight. Araduk prepares by casting *shield, mage armor,* and *expeditious retreat* on himself, sharing both effects with Tochar. Yatistinni prepares by casting *see invisibility.* Once they are ready, they leave the chamber and go looking for the enemy, gathering as many underlings as they can along the way.

When they actually get into a fight, Yatistinni uses *bestow curse* on the foe she thinks is most dangerous, and Araduk casts *haste* on himself, Yatistinni, and as many allies as he can manage at the time. After that, the two use their spells to best effect. Yatistinni uses her wand when she can and casts *command* on any foe she finds troublesome—usually a fighter or rogue type. Araduk uses his *scorching ray* spells and then his wand.

If forced into melee, Yatistinni uses her battleaxe, and Araduk uses his *enlarge person* ability before wading in with his greatsword. He might use *true strike* if he's having trouble hitting or *mirror image* if foes manage to land blows on him. If badly wounded, he casts *invisibility* and tries to escape.

Yatistinni fights as long as Araduk does, and she uses her healing spells to keep him going. If she feels defeat looming, Yatistinni uses her *elemental gem.*

Development: If Araduk tries to escape, he uses the stairs at area 7a. Yatistinni goes with him.

Once the two are dead or out of the complex, the PCs can explore this chamber further.

Treasure: Araduk and Yatistinni have spent most of their ill-gotten gains on equipment and improvements

to the citadel, but their chests still contain a few trinkets. Both chests are locked.

Reinforced Chests: 2 in. thick; hardness 5; hp 30; Break DC 28, Open Lock DC 25.

Araduk's chest contains his spellbooks and a collection of furs worth 210 gp, plus a few candles, writing materials, and a bundle of 30 arrows. Also inside is a key ring with keys to all the cells and manacles in area 5.

Yatistinni has a gold and silver altar service worth 500 gp (made by Araduk from materials looted from area 5) and a set of vestments worth 100 gp.

7a. Escape Stairs

This spiral staircase leads upward 250 feet to the mountain slopes above. The exit, however, is currently buried under 2 feet of solid ice. Araduk keeps a scroll with three *flaming sphere* spells concealed in a niche (Search DC 20) near the exit to help him burn his way out should the need arise.

8. PRISON GUARDPOST (EL 6)

This chamber is similar to area 6 except that it has only one door. The guards here keep the door open so that they can monitor the situation in area 5.

Creatures: Araduk keeps a pair of feral gargun sentries on duty here at all times.

Feral Gargun Barbarians (2): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: *+1 breastplate,* masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds, potion of shield of faith* (+3), 2 *oils of magic weapon.*

Tactics: These guards use much the same tactics as their compatriots in areas 4 and 5 do. If possible, they prepare for a fight using their potions and oils, as noted in the Tactics sections of areas 4 and 5.

Development: These guards stay well focused on what's happening in area 5. If drawn into a fight there, the sentries try to slip quietly out through the secret

door and sneak to within darkvision range of their foes, though any prisoners in area 5 who happened to spot them would be likely to warn the PCs of their approach. Once in position, the sentries fire their bows until someone comes within their reach. If the guards in area 5 are involved in melee combat there, the sentries might have a hard time hitting anything. If so, they simply drop their bows and charge with their guisarmes.

9. WARMING ROOM

The raiders use this chamber to temporarily negate altitude-induced fatigue in anyone not acclimated to the height of the citadel. Read or paraphrase the following when the PCs enter.

> In the center of this chamber rises a jet of flame that burns brightly and without smoke. Wooden benches ring the flame jet and provide convenient resting spots.

The flame is a natural gas jet. Vents in the floor bring in fresh air from lower down the mountain and keep the chamber well pressurized.

As long as the doors leading into the chamber stay closed, treat this area as if it were at sea level. A 10-minute rest here removes altitude-induced fatigue. Once characters leave the chamber, they are once again exposed to the effects of the altitude. Opening one or all of the doors lets the fresh air escape, but the room returns to sea-level pressure 5 minutes after the doors are closed again.

Any denizen of the citadel who wishes to do so is allowed to rest in here at least once a day. Even the prisoners may take advantage of this benefit, though they're always forced back to work in area 11 right afterward.

10. BARRACKS (EL 6–10)

This chamber is the living quarters for all the citadel's feral garguns. Read or paraphrase the following aloud when the PCs approach.

> This chamber is lined with bunks, a few of which are currently occupied by hulking shapes. A central rack holds guisarmes, breastplates, and numerous vials. Wooden tables and chairs stand here and there in the central part of the room.

The feral garguns could have had the chamber directly to the east for their barracks, but they don't like the heat and the glare from the flame in area 9. The vials in the rack contain their potions and oils.

Creatures: All the citadel's feral garguns live here, but only a few are in residence at any given time.

Feral Gargun Barbarians (2-8): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 18; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+7/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, rage 1/day, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +4, Jump +8, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this

racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 16, touch 11, flat-footed 16; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +8. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Tactics: The feral garguns in this chamber are sleeping so soundly that they awaken only if someone enters or makes a racket in area 9. Once awake, they get up and use their claws on any intruders in this room.

If they have advance warning of trouble, they gather up their equipment but don't bother donning their breastplates. They use the same tactics as their compatriots in area 4, except that at least one of them tries to break away from the fight and alert Araduk and Yatistinni (unless they know their leaders are already on the way).

11. QUARRY (EL 8)

The walls of this chamber are made of the best quality limestone, and the mountain dwarves once kept a colony of miners in the citadel for the express purpose of quarrying it. Read or paraphrase the following when the PCs reach this chamber.

> The ringing sound of picks hitting stone fills the air in this vast, irregular, stone chamber. Gangs of mountain dwarves and goliaths, bound with balls and chains, swing their picks at the walls, knocking loose great chunks of stone. Four hulking humanoids monitor the process, occasionally shouting at one or another of the workers.

The mountain dwarves quarried limestone off and on in this cavern for hundreds of years, taking great care to preserve its natural beauty. Araduk, however, is interested only in digging out stone for sale—though he hasn't quite figured out how the get the stuff down the mountain yet. Now that there's a rumor of gold in this cavern (see area 4), the villain has turned his efforts toward following veins of ore. These are concentrated mainly in the northeast section, where the rock is mostly hard granite.

Creatures: Gangs of dwarves and goliaths labor here around the clock, smashing at the walls with picks under the watchful eyes of four feral garguns. Each worker wears a ball and chain to discourage escape. In addition, Araduk may (25% chance) be here instead of in area 7 at any given time.

Feral Gargun Barbarians (4): Male or female feral gargun barbarian 2; CR 4; Medium monstrous humanoid; HD 2d8+6 plus 2d12+6; hp 34; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +4; Grp +13; Atk +9 melee (1d6+5, claw) or +10 melee (2d6+7/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Full Atk +9 melee (1d6+5, 2 claws) or +10 melee (2d6+5/×3, Large masterwork guisarme) or +8 ranged (2d6+4/×3, Large masterwork composite longbow [+4 Str bonus]); Space/Reach 5 ft./5 ft. (10 ft. with guisarme); SA rage 1/day; SQ acclimated, darkvision 60 ft., fast movement, goliath blood, mountain movement, powerful build, resistance (cold 5), uncanny dodge; AL CN; SV Fort +6, Ref +6, Will +4; Str 20, Dex 16, Con 17, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +4, Hide +2, Listen +5, Survival +4; Power Attack, Track.

Acclimated (Ex): A feral gargun barbarian is automatically acclimated to life at high altitudes. He doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, a feral gargun barbarian doesn't lose his acclimation to high altitude even if he spends months or years at lower elevations.

Goliath Blood: A feral gargun barbarian counts as a goliath for the purpose of qualifying for feats or prestige classes, using magic items, and similar requirements.

Mountain Movement: A feral gargun barbarian can make standing long and high jumps as if they were running long and high jumps, respectively. He can engage in accelerated climbing (climbing half his speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): The feral gargun barbarian's physical stature lets him function in many ways as if he were one size category larger than he is. Whenever he is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), he is treated as one size category larger if that is advantageous to him. A

feral gargun barbarian is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. He can also use weapons designed for a creature one size category larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Rage (Ex): Once per day, a feral gargun barbarian can enter a state of fierce rage that lasts for 8 rounds. The following changes are in effect as long as he rages: hp 42; AC 19, touch 11, flat-footed 19; Grp +15; Atk +11 melee (1d6+7 claw) or +12 melee (2d6+10/×3, masterwork guisarme) or +8 ranged (2d6+4/×3, masterwork composite longbow [+4 Str bonus]); Full Atk +11 melee (1d6+7, 2 claws) or +12 melee (2d4+10/×3, masterwork guisarme) or +8 ranged (1d8+4/×3, masterwork composite longbow [+4 Str bonus]); SV Fort +8, Will +6; Str 24, Con 21; Climb +6. At the end of his rage, the feral gargun barbarian is fatigued for the duration of the encounter.

Uncanny Dodge (Ex): The feral gargun barbarian retains his Dexterity bonus to AC even when flat-footed or targeted by an unseen foe. (He still loses his Dexterity bonus if paralyzed or otherwise immobile.)

Possessions: *+1 breastplate,* masterwork guisarme, masterwork composite longbow (+4 Str bonus), 20 arrows, *potion of cure moderate wounds, potion of shield of faith* (+3), 2 *oils of magic weapon.*

Mountain Dwarf Warriors (2–4): Male or female mountain dwarf warrior 1; CR —; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 5 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk –2 melee (1d6+1/×4, miner's pick); Full Atk –2 melee (1d6+1/×4, miner's pick); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb –1, Craft (metalworking) +2, Craft (stoneworking) +2, Handle Animal +1, Jump –9, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.

She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

Possessions: Miner's pick, ball and chain.

Mountain Dwarf Miners (2–3): Male or female mountain dwarf warrior 1/expert 1; CR 0; Medium humanoid (dwarf); HD 1d8+2 plus 1d6+2; hp 11; Init +0; Spd 5 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk –2 melee (1d6+1/×4, miner's pick); Full Atk –2 melee (1d6+1/×4, miner's pick); SQ dwarf traits; AL LG; SV Fort +4, Ref +0, Will +2; Str 13, Dex 10, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb –1, Craft (metalworking) +5, Craft (stoneworking) +5, Handle Animal +1, Jump –9, Listen +2, Spot +2; Alertness.

Dwarf Traits: A mountain dwarf has stonecunning, which grants her a +2 racial bonus on Search checks to notice unusual stonework. If she merely comes within 10 feet of such stonework, she can make a Search check as if actively searching.

When standing on the ground, a mountain dwarf is exceptionally stable and has a +4 bonus on ability checks made to resist being bull rushed or tripped.

She also has a +1 racial bonus on attack rolls against orcs and goblinoids, a +4 racial bonus to Armor Class against giants, and a +2 racial bonus on saving throws against spells and spell-like effects. In addition, her race gives her a +2 bonus on Appraise or Craft checks that are related to stone or metal items (already figured into the statistics given above).

Possessions: Miner's pick, ball and chain.

Goliath Miners (2–3): Male or female goliath expert 1; CR —; Medium monstrous humanoid; HD 1d6+1; hp 4; Init +0; Spd 5 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +3; Atk –1 melee (1d8+4/×4, heavy pick); Full Atk –1 melee (1d8+4/×4, heavy pick); SQ acclimated, darkvision 60 ft., mountain movement, powerful build; AL CG; SV Fort +1, Ref +0, Will +1; Str 17, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Balance –2, Climb +2, Craft (stoneworking) +3, Heal +2, Jump +0, Listen +2, Sense Motive +4, Survival +2, Swim –1; Athletic.

Acclimated (Ex): A goliath miner is automatically acclimated to life at high altitudes. She doesn't take the penalties for altitude described in the Mountain Travel section of Chapter 3 of the *Dungeon Master's Guide.* Unlike other denizens of the mountains, the goliath miner doesn't lose her acclimation to high altitude even if she spends months or years at lower elevations.

Mountain Movement: A goliath miner can make standing long and high jumps as if they were running long and high jumps, respectively. She can engage in accelerated climbing (climbing half her speed as a move action) without taking the –5 penalty on the Climb check.

Powerful Build (Ex): A goliath miner's physical stature lets her function in many ways as if she were one size category larger than she is. Whenever she is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), she is treated as one size category larger if that is advantageous to her. A goliath miner is also considered to be one size category larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect her. She can also use weapons designed for a creature one size category larger without penalty. However, her space and reach remain those of a creature of her actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

Possessions: Miner's pick, ball and chain.

Tactics: The guards attack any intruders they see, using basically the same tactics as their compatriots in areas 4 and 5 do. If Araduk is not present, one guard tries to break away to bring help, going first to area 10, then to areas 4, 5, and 6.

The heavy leg shackles and weights that each prisoner wears reduce his speed to 5 feet and give him a –6 penalty on any check for which an armor check penalty would normally apply. (This penalty is reflected in the statistics above.) If a fight breaks out, the prisoners help the PCs as best they can, but the guards do their best to keep the fight away from them.

If Araduk is present, he sends one guard for help, as noted above, then attacks with his spells. If help arrives in time, he retreats to area 12 to cast some spells on himself, as noted in area 7. Otherwise, he uses the tactics outlined in area 7.

Development: The rest of the citadel's residents don't notice combat in here unless someone comes to warn them. If the PCs' presence in the citadel is already known, work continues here unabated.

12. SMITHY

Araduk has outfitted this chamber as a metalworking shop for himself. It boasts a coal-fired forge, an anvil, and an assortment of metalworking tools.

CONCLUDING THE ADVENTURE

Once the PCs defeat Araduk and Yatistinni (whether by slaying them, capturing them, or driving them out of Durimek), their followers quickly abandon the place. They don't relish the thought of facing additional expeditions sent by the dwarves and their allies.

FURTHER ADVENTURES

If Araduk or Yatistinni (or both) escapes alive, a new band (probably disaffected feral garguns or goliaths) quickly forms around the survivor(s) and takes up raiding once again. But the duergar and the goliath clearly remember their defeat at the PCs' hands and look for a chance to get even.

After the PCs get Durimek cleared of monsters, the dwarves express a desire to repair the desecrated tombs and rebury the dwarven remains that the raiders left scattered. Doing so requires months, if not years, of labor. The rebuilding process would prove dull for PCs, but the dwarves may hire them to provide security, or they might allow the characters to use Durimek as a base for more adventures into the mountains while the rebuilding process goes on.

If the PCs freed the prisoners, they should have a fairly easy time retuning the dwarves and goliaths to their homes—though the journey might provide Araduk or Yatistinni (if alive) with a chance to ambush them. Julmund the stone giant is a different matter. He is willing to lend a hand with repairs to the tombs if so requested, but he would like to return home eventually. The giant is willing to make the trip alone, but he would welcome the PCs' company. If the characters choose to join Julmund, they face a long journey over high mountains, and there's no guarantee that Julmund's tribe will still be there when they arrive. The tribe might have simply moved on, or perhaps some disaster has befallen them. Thus, reuniting Julmund with his people could require a long effort.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he was Dragon Magazine's Sage for eighteen years. Skip was a co-designer of the D&D 3rd Edition game and the chief architect of the *Monster Manual.* When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (his borscht gets rave reviews).